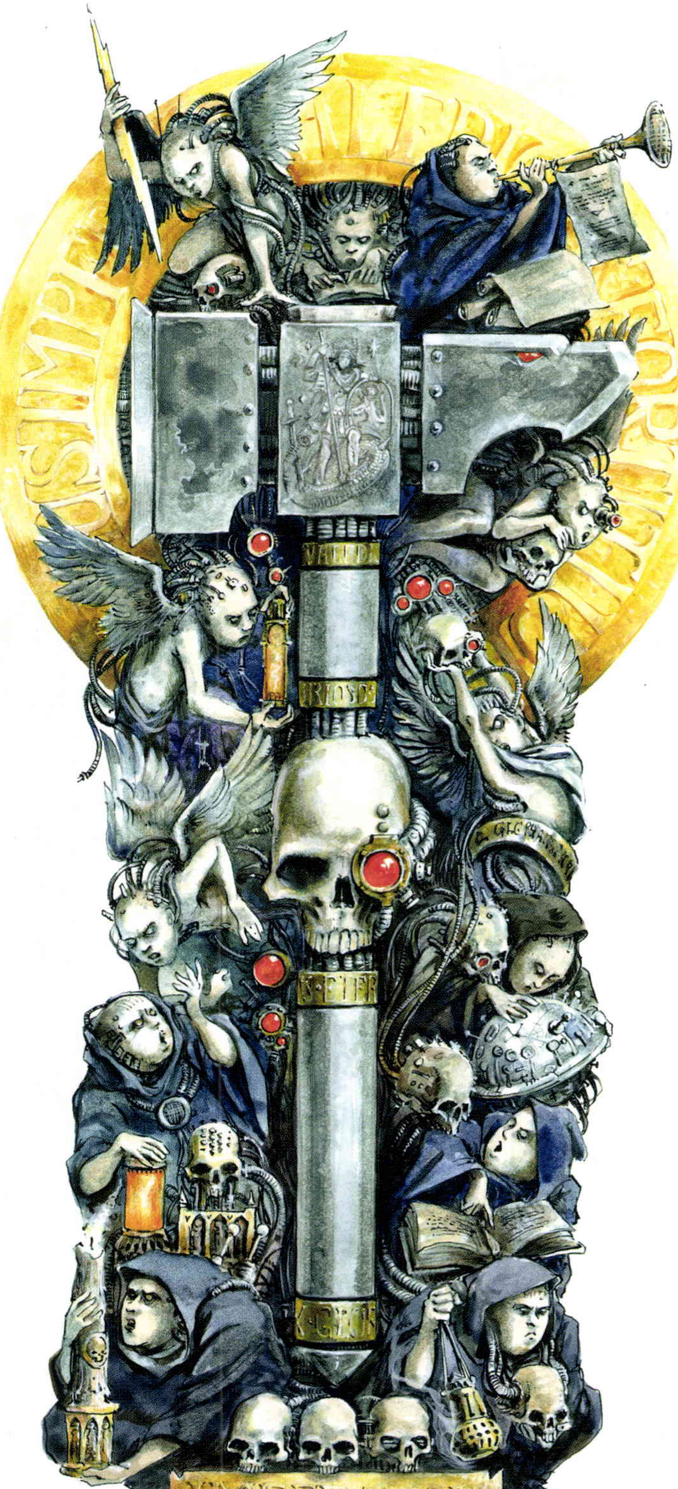
For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind by the will of the gods and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium, for whom a thousand souls die every day, for whom blood is drunk and flesh eaten. Human blood and human flesh – the stuff of which the Imperium is made. To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. This is the tale of those times.

It is a universe you can live today – if you dare – for this is a dark and terrible era where you will find little comfort or hope. If you want to take part in the adventure, then prepare yourself now. Forget the power of technology, science and common humanity. Forget the promise of progress and understanding, for there is no peace amongst the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods.

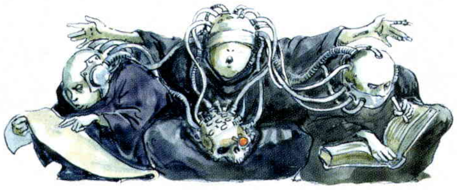
But the universe is a big place and, whatever happens, you will not be missed...

WARHAMMER®
40,000

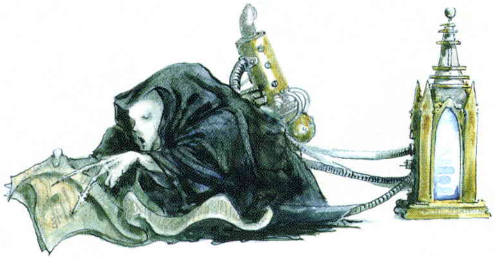


Contents

THE GRIM DARKNESS OF THE FAR FUTURE IX



INTRODUCTION X
What You Will Need xii
Playing a Game xiv
What's in the Book..xviii



THE RULES 2
Models & Units..2
General Principles..4
The Turn 9
The Movement Phase 10
The Shooting Phase..12
The Assault Phase..20
Morale 29
Special Rules..32
Unit Types..44
Infantry..44
Bikes & Jetbikes..45
Artillery 46
Jump Units 47
Jet Pack Units..47
Monstrous Creatures 48
Beasts 48
Cavalry 48
Flying Monstrous Creatures 49
Weapons..50
Ranged Weapons of the 41st Millennium 56
Melee Weapons of the 41st Millennium..60
Grenades..61

THE RULES (cont.)

Characters 63
Challenges 64
Psykers 66
Types of Psychic Powers 68
Vehicles..70
Vehicle Squadrons..77
Transports 78
Flyers 80
Chariots..82
Open-topped Vehicles..82
Heavy Vehicles..83
Fast Vehicles..83
Skimmers 83
Walkers 84
Tanks..85
Vehicle Upgrades..87
Battlefield Terrain 88
A War-torn Battlefield..89
Types of Terrain..90
Buildings 92
Ruins..98
Forests, Jungles and Woods 102
Rivers, Lakes and Pools..103
Battlefield Debris..104
Archeotech Artefacts..106
Unique Terrain 107
Choosing Your Army 108
The Warlord..111
Fortifications 114
Aegis Defence Lines 114
Skyshield Landing Pad..115
Imperial Bastion..116
Fortress of Redemption 117
Fighting a Battle..118
The Armies 118
The Mission..118
The Battlefield..118
Deployment..121
First Turn..122
Game Length 122
Victory Conditions..122
Mission Special Rules..124
Eternal War Missions..126
Crusade 126
Purge the Alien..127
Big Guns Never Tire 128
The Scouring..129
The Emperor's Will..130
The Relic..131

THE 41ST MILLENNIUM 133
- When Peals Midnight 134
- The Imperium of Man 136
  - Imperial Hierarchy 138
- Empire Among the Stars 144
  - Voyages Through the Immaterium 146
  - The Worlds of the Imperium 148
- Beginning of the End 160
  - The Age of the Imperium 161
- The Ages of Mankind 166
- Forces of the Imperium 180
  - Space Marines 183
  - Imperial Guard 189
  - The Armageddon Wars 192
  - Sisters of Battle 195
- The Alien Menace 196
  - Orks 201
  - Waaagh! Grax 202
  - Eldar 205
  - Dark Eldar 206
  - Necrons 211
  - Tau 213
  - Tyranids 215
- The Greatest Threat 218
  - Chaos Daemons 221
  - The Chaos Gods 222
  - Chaos Space Marines 225
  - The Black Crusades 230
- The Enemy Within 232
- The Gathering Dark 234

MINIATURES SHOWCASE 237
- Colours of War 238
- Defenders of the Imperium 240
  - Space Marines 242
  - Space Wolves 248
  - Blood Angels 250
  - Dark Angels 252
  - Grey Knights 254
  - Imperial Guard 256
  - Sisters of Battle 262
- The Alien Menace 264
  - Orks 266
  - Eldar 272
  - Dark Eldar 276
  - Tau Empire 280
  - Tyranids 284
  - Necrons 290
- The Great Enemy 294
  - Chaos Space Marines 296
  - Chaos Daemons 300

THE HOBBY 305
- The Warhammer 40,000 Experience 306
- The Art of Collecting 308
- Tools of the Trade 310
- Assembling Your Models 312
  - Large Plastic Miniatures 313
  - Citadel Finecast 314
- Painting Your Miniatures 316
  - Citadel Paint System 317
  - Painting Models – Getting Started 318
  - Painting Squads 319
  - Painting Vehicles and Monsters 320
  - Basing Your Miniatures 321
- Converting, Kit-Bashing And Personalising Miniatures 322
- Warhammer 40,000 Battlefields 328
- Playing Games of Warhammer 40,000 330
  - Warhammer World 332
  - The Throne of Skulls 333
- Golden Demon 334

BATTLES 339
- Fighting Battles in the Dark Millennium 340
- A Galaxy at War 342
- Let the Galaxy Burn 356
- To Arms 360
  - Creating Mission Special Rules 366
  - War Zone Traits 368
- Warhammer 40,000 Expansions 370
  - Spearhead 371
  - Cities of Death 372
  - Planetstrike 374
  - Apocalypse 376
- Campaigns 378
  - Famous Campaigns 379
  - Linking Your Games 380
  - Narrative Campaigns 381
  - Tree Campaigns 381
  - Map-based Campaigns 382
  - Forge World Campaign Systems 383
- Iconoclasm! 384

APPENDICES 401
  - Appendix 1: Dark Millennium 402
  - Appendix 2: Reference 410

THE GRIM DARKNESS OF THE FAR FUTURE

It is the 41st Millennium, and Mankind stands on the brink of extinction.

It has been almost four hundred centuries since Man first stepped out into the cold of space. Those initial colonisations into the stars, with their grandeur and hope, are long forgotten – a murky past when Mankind set out from their home world of Terra. Led by the false wisdom of technology, they unlocked the secrets of science that enabled Terran banners to be raised proudly on planets beyond what was thought possible.

If humanity's rise was rapid, its fall was equally swift, and the blackness that followed swallowed its very history, leaving only fragments of myths and unfathomable machinery buried amongst ancient ruins. Legend tells of dark ages, lost millennia where Mankind was scoured, its repressed populations enslaved, hunted for pleasure, or worse. Those who survived were little more than superstitious barbarians, feral hunter-gatherers or petty robber barons squatting upon the wonders of a lost era. From this dismal foundation, however, rose a new epoch forged in war: the Age of the Imperium. It began when the Emperor and his newly created Space Marine Legions brought order to the feuding tribes on Holy Terra and then reached out to the Tech-Priests of Mars. Next, Mankind's unstoppable armies embarked upon a crusade across the stars, reclaiming their lost realm of old, freeing scattered planets from the clutches of alien overlords and restoring lost colonies to former glories across the galaxy. So ended the dark times that came to be known as the Age of Strife.

The new golden age of Man had barely dawned when treachery of the worst kind struck. The Emperor's most trusted commander, Horus, embraced the power offered by the dark gods and began the terrible wars of the Horus Heresy. It was a time of legend, when the best and worst of Mankind strode the stars, vying against each other in battle. On the verge of defeat, the Emperor at last destroyed the traitor Horus, but in doing so was himself mortally wounded. To sustain the will of the Emperor, his shattered body was placed within the arcane confines of the great machine known as the Golden Throne.

That was ten thousand years ago; yet the Imperium endures. The empire carved from a hostile galaxy is a sprawling vastness of over a million disparate planets, all sworn to the Emperor and protected by the vast armies of humanity. Imperial Guard regiments, each numbering tens of thousands of soldiers and tanks are raised and transported to deadly battlefields far from home by the vast fleets of the Imperial Navy. Humanity's elite warriors, the Space Marines, are sent forth to stem the tide of the most dangerous threats. The ancient Tech-Priests of Mars launch Explorator fleets, colonizing planets and seeking the wonders of ancient technologies to study and worship. The Imperial Creed is taught to the masses by the Adeptus Ministorum, its missionaries carrying the Emperor's Wisdom across the galaxy, while their military arm, the Sisters of Battle, bring cleansing flame to any that choose the path of heresy.

The Imperium has survived untold disasters, civil wars and alien invasions. It is a sprawling realm conquered by war and maintained by repression. The Emperor's noble aim of bringing enlightenment has been eroded since his internment upon the Golden Throne. To pacify the masses, the Administratum uses the very tools the Emperor once found so repellant – ignorance, superstition, dogma and stagnation. Yet such extreme measures are necessary, for Mankind is beset on all sides and from within. Not even the Inquisition, tasked with rooting out traitors, can guess how deeply sedition has slithered into the foundation of the Imperium. Riddled with a growing underclass of mutants, traitors and psykers, those in power grow ever more intolerant. Suspicion is everywhere; hope is fleeting.

Now, the Imperium faces a trial like no other, for the Time of Ending has come. A crescendo of war rages across the galaxy – in the blackness of space, on the surfaces of untold planets and within the depths of every human soul. Though surrounded, the Imperium is far from defenceless. Mankind's armies fight with the valour of heroes, staving off foes beyond number. From the ramparts of a million worlds, humanity watches the skies for encroaching doom. In shattered cathedrals, believers pray with the desperation of the damned, begging the immortal Emperor for salvation.

The Emperor, long worshipped as a god, remains on his throne, as he has for ten thousand years. The roiling, arcane powers of the Golden Throne ensure that his great mind endures inside his withered carcass. Kept alive by unfathomable technology and supreme will, the Emperor's psychic powers protect Mankind, guiding humanity towards their ultimate destiny; but whether this is greatness or total destruction, who can know?

A new era is coming…

INTRODUCTION

Welcome to the grim darkness of the 41st Millennium, to a galaxy of unending war, incredible heroism and bitter betrayal. In this time of turmoil and conflict, you are the general of an army of mighty warriors. Will you fight for the forces of humanity in the name of the carrion Emperor, or for one of the foul alien races that besets every border of the Imperium? This book is the starting point for your journey into the Dark Millennium.

The weighty tome that you hold in your hands is the rulebook for the Warhammer 40,000 tabletop game; but this is far more than an instructional manual. This book is the launchpad for an entire hobby – a fulfilling and rewarding pastime that encompasses collecting, painting and gaming with miniatures in a far-future galaxy that teeters on the edge of annihilation. Welcome to the Warhammer 40,000 hobby.

At the time of writing, the journey of Warhammer 40,000 has spanned nearly three decades and drawn in thousands of hobbyists from around the globe. Indeed, for a great many hobbyists, this will not be their first foray into the 41st Millennium, having enjoyed the hobby through many editions.

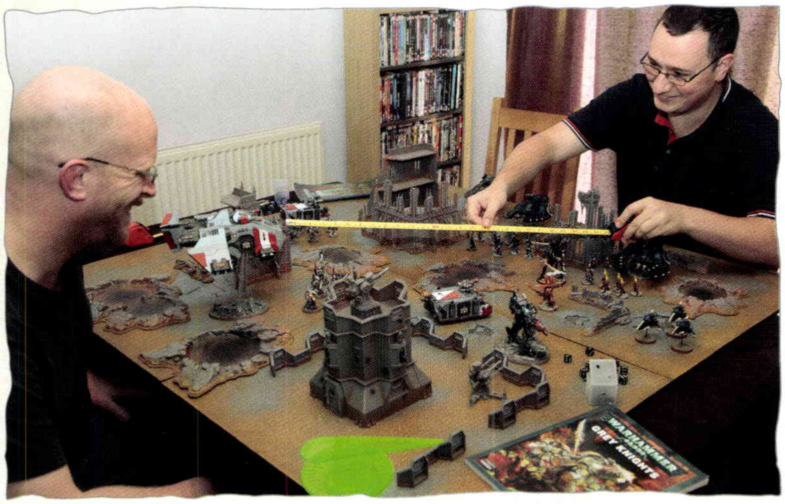
Whether you are a veteran of countless campaigns, or a new recruit to the hobby, you will soon be controlling a force of battle-hardened soldiers, powerful vehicles and even monstrous creatures across countless war zones. So muster your armies and prepare for war – the Dark Millennium awaits!

> 'There is a terrible darkness descending upon the galaxy, and we shall not see it end in our lifetimes.'
>
> *- Inquisitor Czevak, The Conclave of Har.*

The Warhammer 40,000 hobby encompasses collecting, painting and gaming with Citadel miniatures.

Games Workshop Hobby Centres are great places to challenge new opponents.

Crimson
+1813+



Dining tables around the globe are pressed into service as battlefields on a regular basis.

WARHAMMER
40,000
ROGUE TRADER

Warhammer 40,000 has come a long way since its earliest days back in the 1980s. Since the advent of the first edition, known as Warhammer 40,000: Rogue Trader, it has grown into a world-renowned hobby. The rules to the game have changed and evolved over the years, always retaining the same distinctive feel and enabling the same battles of wits and exciting tactics introduced all those years ago, but each time presenting fresh, new tactical challenges.

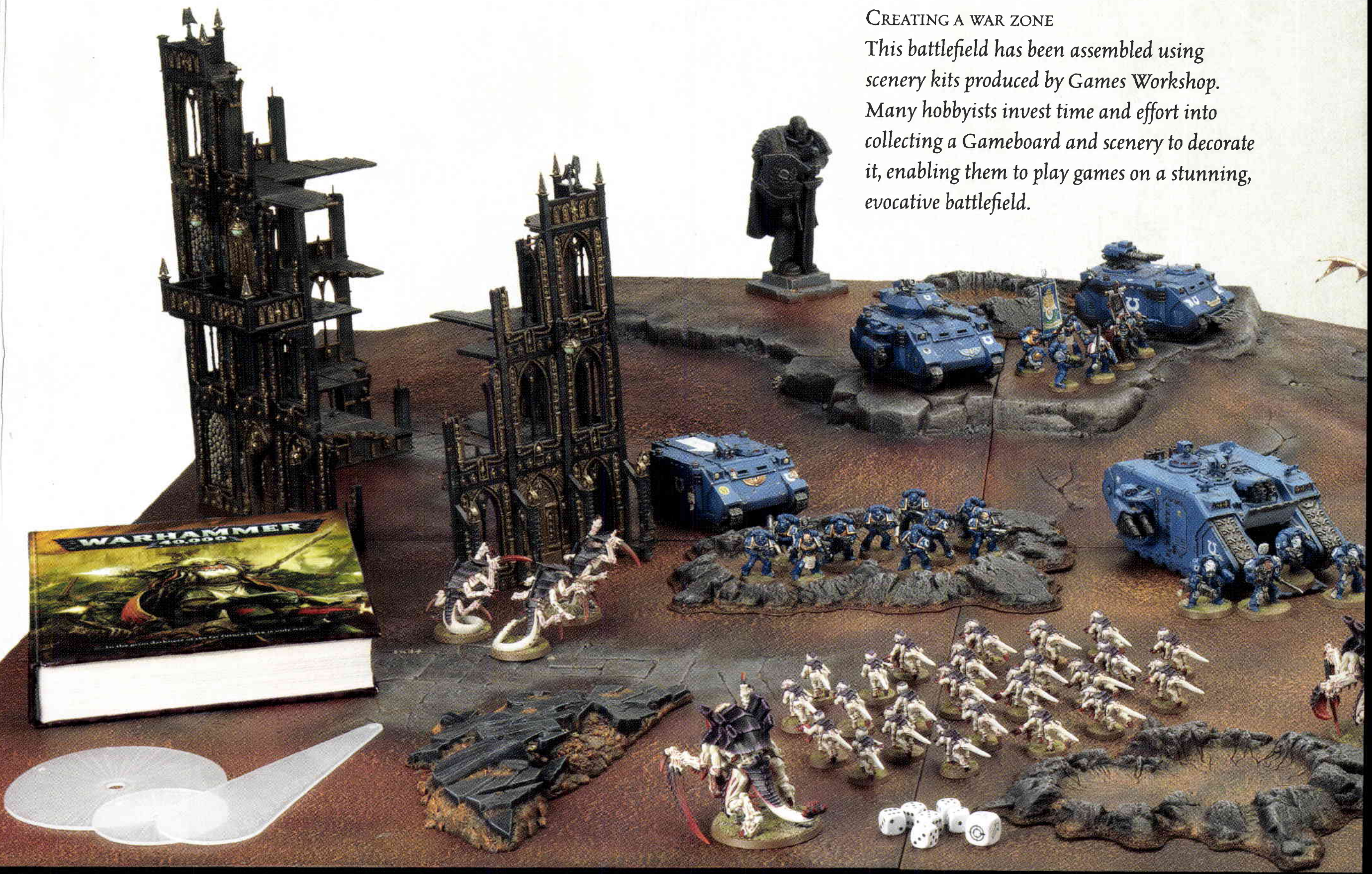
WHAT YOU WILL NEED

In addition to the rulebook you are reading now, you'll need some extra things to play your own games of Warhammer 40,000. Here is a run-down on what you will need to create your own battles in the 41st Millennium.

THE BATTLEFIELD

Whether you're playing on a bare tabletop, a green sheet looted from the airing cupboard or a bespoke set of modelled terrain, every game of Warhammer 40,000 needs a battlefield. As with collecting armies, in time most hobbyists choose to collect a fantastic scenery set too – encompassing a Realm of Battle Gameboard such as the one shown here, along with a multitude of evocative Warhammer 40,000 scenery pieces. As well as looking great, a decent supply of terrain can add tactical elements to your gaming experience. Warriors will need to make use of cover to avoid getting shot to pieces. Carefully concealed troops can launch ambushes and city ruins can prove to be deathtraps for the unwary.

Perhaps best of all, however, is that great terrain transforms your kitchen table into a stunning war zone – the ice-blasted steppes of Vostroya, the ash wastes of Armageddon or the deadly jungles of Catachan.



CREATING A WAR ZONE

This battlefield has been assembled using scenery kits produced by Games Workshop. Many hobbyists invest time and effort into collecting a Gameboard and scenery to decorate it, enabling them to play games on a stunning, evocative battlefield.

TEMPLATES

Many of the weapons in the game, such as flamers, battle cannons, and even grenades, have special effects such as explosions or gouts of fire. We use templates to resolve these – is a Guardsman caught in the blast of a frag grenade? How many Orks will my inferno cannon set ablaze? You'll need three such templates (large blast, small blast and template) – which is convenient, because they come in packs of three!

DICE

Whether a shot hits or misses, a chainsword blow causes a gory death or a minor inconvenience, and more, are all determined using dice. To start with, you can make do with as few as five or six dice, but as you play larger games and bring more firepower to bear against your foe, you'll want a larger selection to speed things up. To work out the effects of certain weapons you will also need a scatter dice.

THE CODEX

Before you play a game, you'll want to write an army list – an inventory of the warriors, heroes and war machines that your force will bring to the battlefield. Every army in Warhammer 40,000 has its own codex, a book that details all the rules you need to use your warriors on the battlefield, along with advice on collecting your army, stories and histories that describe their place in the Dark Millennium and a showcase of the models available to the force. With this, you can begin plotting what you will bring to the battle.

COLLECTING AN ARMY

The armies of Citadel miniatures really are the stars of the show when you are playing a game of Warhammer 40,000. Both players will need an army of miniatures to enjoy a game. Don't be daunted by how many models you will need to play, however. Most hobbyists start out with a fairly small force and use that in their first games, before gradually building it up into an impressive collection over time. Probably the most important question to ask yourself is which army you fancy going for.

There are lots of different armies to collect, from elite Space Marine strike forces to hordes of Tyranids, vast mobs of Orks or the relentless horror of the Chaos Daemons. Each army has its own unique flavour with an enthralling history and a host of diverse miniatures to collect and paint. On the tabletop, each army favours different tactics – with all this variety at your fingertips, there's no reason that any two armies, let alone any two games, need ever be quite the same.

TAPE MEASURES

All distances in Warhammer 40,000 are measured in inches ("), whether you are checking if a missile launcher is in range of a passing tank, a squad can charge their foe or how far a zooming Valkyrie can travel. To play, you will need something with inches marked on it. We've seen everything used from rulers, seamstresses' measures and callipers, but in the end, a good old-fashioned tape measure seems to be the best bet.

PEN & PAPER

Probably the most boring accessories imaginable (until the holo-quill and dataslate are finally invented), having a pen and paper to hand can nonetheless be very useful indeed, for tracking wounds that models have suffered, remembering the effects of Mysterious Objectives and sundry other details. You can also make notes of terrible things your opponent does, fuelling grudges for future encounters!

PLAYING A GAME: PREPARING FOR BATTLE

So how does a game of Warhammer 40,000 feel to play? What does it look like? To answer these questions and more, over the next few pages we'll look at a typical game in action – from setting up the battlefield and playing the game.

This game was fought between Adam's Blood Angels and Mat's Necrons. Long-term rivals, Adam and Mat have fought dozens of wars together. They set up the tabletop to represent a battle-ravaged war zone, complete with teetering ruins, blasted craters and gnarled, stunted trees.

THE OBJECTIVE

Before setting up the battlefield, Adam and Mat roll to see what kind of game they are going to play. They roll The Relic, a mission that is won by the player who controls a crucial item on the battlefield. With that in mind, both players begin to set up the battlefield to facilitate a fantastic battle.

SETTING UP FOR WAR

With your battle planned, you'll need to get your battlefield ready for war. The Fighting a Battle section found in the Rules (see page 118) gives you plenty of detail about how to do this – but in short what you need for a game is a great-looking terrain setup. Both players cooperate to make the board resemble a fearsome war zone from the 41st Millennium.

The Warhammer 40,000 Battles section has some amazing battlefields laid out within it, which show just how tremendous your board can be, so check them out. This is your chance to bring some of the imagery of the Dark Millennium to your tabletop – so have fun with it.

Adam and Mat arranged the terrain to make a great-looking battlefield. Players know where their army will deploy before placing any terrain – so both Adam and Mat do their best to create a battlefield that both looks appealing and gives them a tactical edge!

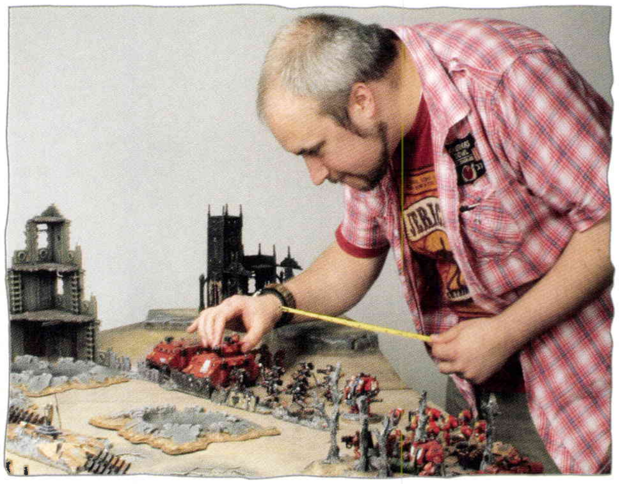
Forging a Narrative

Throughout this rulebook you will see boxed out text entitled Forging a Narrative. These contain advice on how to make your gaming experience even more enjoyable, and revolve around evoking the imagery and feel of the 41st Millennium. At its heart, a game of Warhammer 40,000 is a shared experience between two fellow hobbyists – and it should be as enjoyable and fulfilling for both players as possible. If you stick to the advice offered in these boxes, you really can't go far wrong!

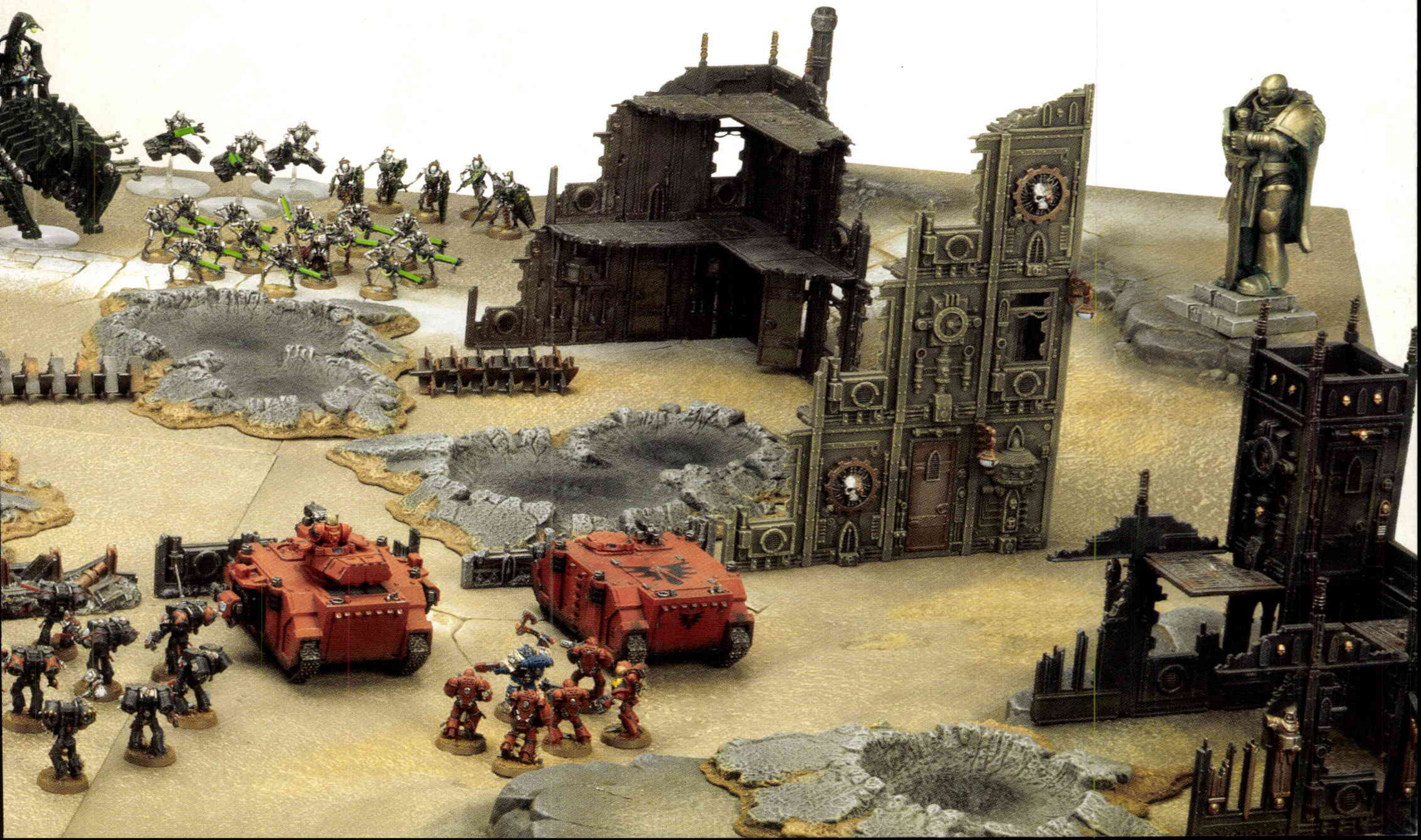
THE ARMIES DEPLOY

With the battlefield set up, the players roll off to see who deploys their army first – the player who sets his army up first will almost always get to take the first turn. However, the risk that his foe will Steal the Initiative means Adam can't place any of his units in positions that are too dangerous. Just in case…

When setting up your models, you are playing the part of a general, captain or warlord. Both players need to make sure that all of their units are where they can be used to their best advantage. Therefore, Adam builds a plan to places several of his key units, including the Death Company and his Librarian Dreadnought, in position to fight for the Relic in the centre. Since he is deploying his force first, he also needs to try to guess what Mat will do – keeping an eye out for traps that his opponent will use against him.



Adam places his Baal Predator on his right flank, hoping that the tank's formidable weaponry will help stave off any flanking attacks that Mat's Necrons might make.



PLAYING A GAME: THE FORTUNES OF WAR

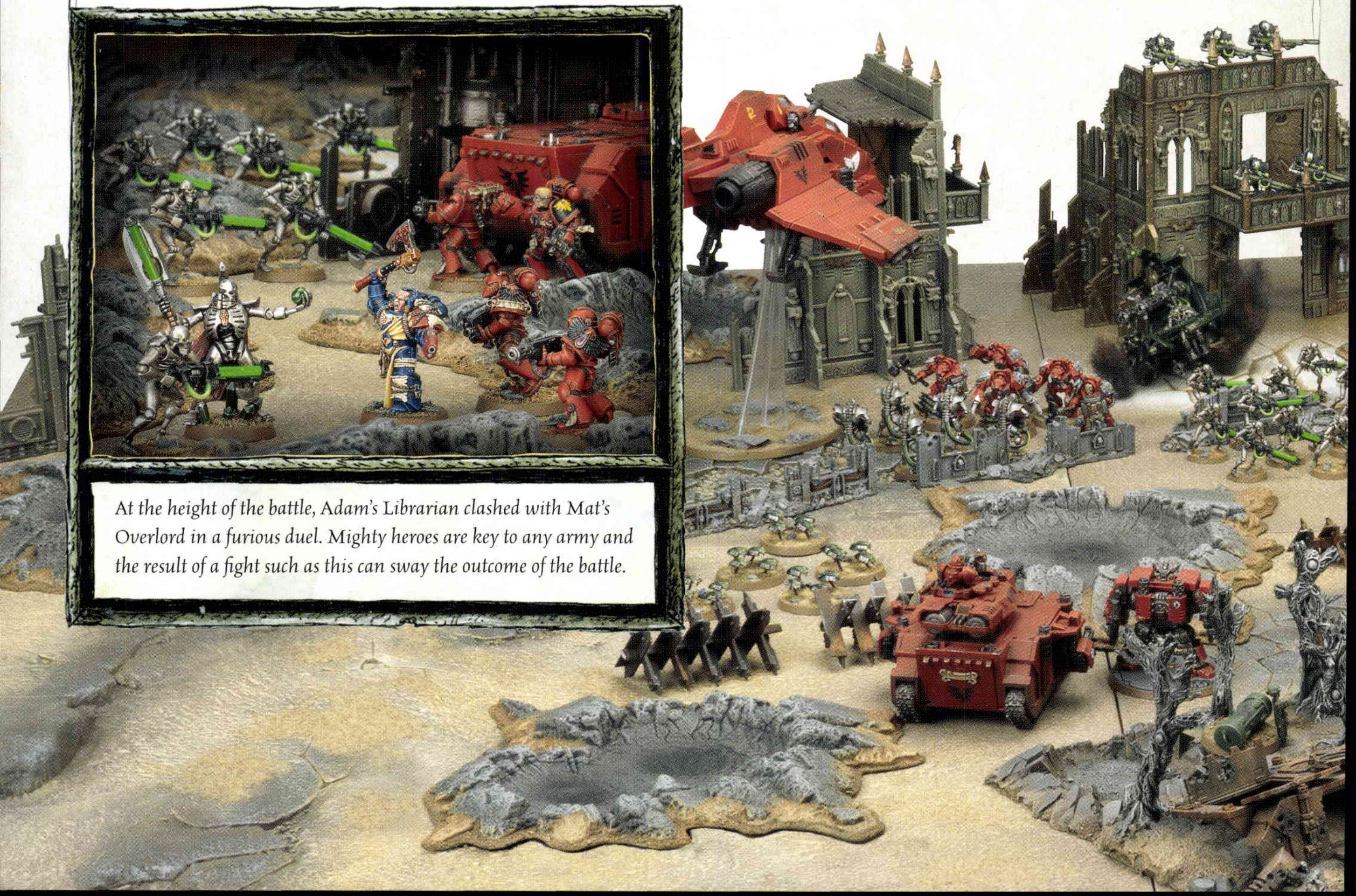
With the board set, the players begin their game. A Warhammer 40,000 battle typically consists of several turns (normally about six), and in each turn, both players move, shoot and fight with all their warriors. Each player's turn follows that specific pattern – first the **Movement phase** where you manoeuvre your warriors into the best positions (whether that is storming across the battlefield in combat, seizing critical objectives or positioning your guns for the perfect shot). Second is the **Shooting phase**, where any models with guns can unleash their firepower on the foe in withering fusillades and monstrous cannon blasts. Finally comes the **Assault phase**, where warriors from both sides fight brutal hand-to-hand combats with chainswords, power fists and bayonets!

When your opponent is taking his turn, you are still kept busily involved, making saving throws for your warriors when they are wounded by incoming fire (or crushing sword blows) and formulating plans to counter your opponents tactics.

As the battle rages, you'll find that your forces suffer losses – tanks are damaged or destroyed and warriors are slain. When a trooper is killed, he's simply removed from the board and placed to one side, while if a tank or other vehicle is damaged you can place a marker beside it to signify that it is immobilised, has been stunned or so on. Usually, by the end of a battle both players have had their armies severely mauled as warriors have fallen bravely in battle.

One of the things that makes a game of Warhammer 40,000 really enjoyable is the banter and chat that accompanies it. During their battle, Adam and Mat discussed the good and bad luck they had, the tactics they were trying to implement and the gory details of several particularly effective shots.

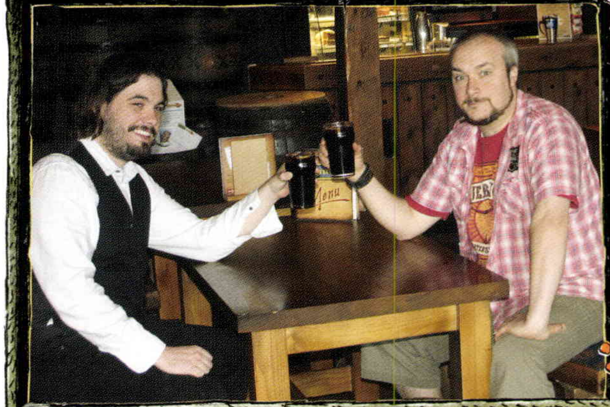
With the Relic in the centre of the battlefield the key to victory, Adam made an early push to protect it with his Death Company, who would be able to keep the Necrons at bay with their close combat skills. Covered by the guns of his Tactical Squads and Baal Predator Tanks, Adam hurled them forwards. Although Adam's first attack was ultimately pushed back by Mat's Necrons, Adam had tested how Mat would react to such a bold gambit and prepared for a more cunning plan.



At the height of the battle, Adam's Librarian clashed with Mat's Overlord in a furious duel. Mighty heroes are key to any army and the result of a fight such as this can sway the outcome of the battle.

Mat's counter-attack was led by the Doomsday Ark – a powerful skimmer that blew up a tank and a Dreadnought – before Adam's Stormraven finally brought it down with a deadly salvo.

Mat spent two turns massing his Necron Warriors ready to launch a massed attack on the Relic in the third turn. The Necrons managed to claim the objective and begin to move it to safety before Adam's Assault Marines and Blood Angels Terminators cut them off – leaving the objective dangerously close to Mat's battle lines.



Every player is represented on the battlefield by their army's Warlord. In this game, Adam chose a Blood Angels Librarian to lead his force, while Mat selected a Necron Overlord.

VICTORY OR DEFEAT?

With more turns of the battle yet to play, the game has the potential to shift in favour of either player. Whilst Adam took some early losses, the elite elements of his army remain strong and relatively undamaged. By contrast, Mat still has plenty of heavy firepower at his disposal, and enough warriors to muster up another wave of attack in the dying turns of the game – there is everything still to play for!

At the end of any battle, it is a fine tradition to shake hands with your opponent and thank them for a good battle and a fun experience (so it's doubly important to make sure that you do your best to help your opponent enjoy the game). Then, it's off to plan the next game.

WHAT'S IN THE BOOK

From this point forwards, you will find all the things you need to play games of Warhammer 40,000 with your Citadel miniatures collection – from the rules of the game itself to tips on how to get started with assembling and painting your miniatures. Below is a summary of what you will find, and how you can use it.

THE RULES (page 2)

The Warhammer 40,000 rules cover how warriors, squads and even vehicles move across the gaming board, the effects of cover and special rules for the fantastical and mysterious elements of the battlefield.

Does a battle cannon shell strike its target? Will the nerve of a squad of Tau Fire Warriors hold in the face of a Tyranid assault? All of these possibilities are arbitrated by the rules – and players roll dice to see whether a shot hits or a psyker can draw successfully on the powers of the Warp.

As you read through the rules, you will notice some of the text is **bold, like this**. This is to make referencing faster, as it highlights the most basic elements of the rule in question and helps bring your eyes to it when skimming a page. This should not be mistaken as representing the whole rule, as the surrounding text often offers context and relevant exceptions. It should instead be used as a quick solution to finding the essence of a particular rule amidst a page of text. If a rule is quite short, or in bullet points, there will be no bold text – the rule is already easy to find.

THE 41ST MILLENNIUM (page 133)

This section tells the story of the Warhammer 40,000 galaxy. At the heart of the hobby lies a galaxy spanning tale of heresy and betrayal, noble heroism and unspeakable treachery. This is the tale of the birth of the Imperium, the struggle of Mankind, and the history and motivations of the many alien races that beset the Imperium of Man.

MINIATURES SHOWCASE (page 237)

Divided by army, this section contains a gallery of close-up photography showing the stunning details of individual models, as well as evocative battle shots showing units fighting amidst the shattered ruins of modelled battlefields. Together, these images put the colours, heraldry and uniforms of our Warhammer 40,000 armies on display, serving as inspiration and reference for collectors and painters alike.

THE HOBBY (page 305)

Engaging with like-minded people in the spirit of friendly competition and shared interest is an invaluable aspect of the Warhammer 40,000 hobby. It also involves more than just playing games or painting Citadel miniatures – the Warhammer 40,000 hobby includes collecting models, scenery, rulebooks, novels and more.

This section looks at how to get started on the journey of assembling and painting your first models, with some basic tips and ideas to get you going. Afterwards, it explores the many resources where you can find even more expert advice.

You will find impressive examples of Warhammer 40,000 armies that have been collected and painted by real gamers; each a fine example of how good an army can look when time, craft and care are poured into it. After all, the goal of collecting a Warhammer 40,000 army is to have something of your own that you enjoy. Everything within it points towards the fun, pride and satisfaction that come from the building and collecting aspects of the hobby – whether you wish to display it, play games with it or (as we often find) both.

BATTLES (page 339)

Here you will find swathes of ideas, rules and scenarios for creating stunning, exciting battles with your own collection. You will find a veritable host of example games, all displayed on evocative battlefields and accompanied by the rules you will need to recreate them. Each is an amazing clash fought within the Dark Millennium including the purging of the daemonically infested Somaro Starfort and the gruelling assault on the Imperial defences at Urdek.

The section also contains notes and suggestions on how to design your own missions and special rules for use in your games. Included are some simple, fun example missions designed using those same concepts.

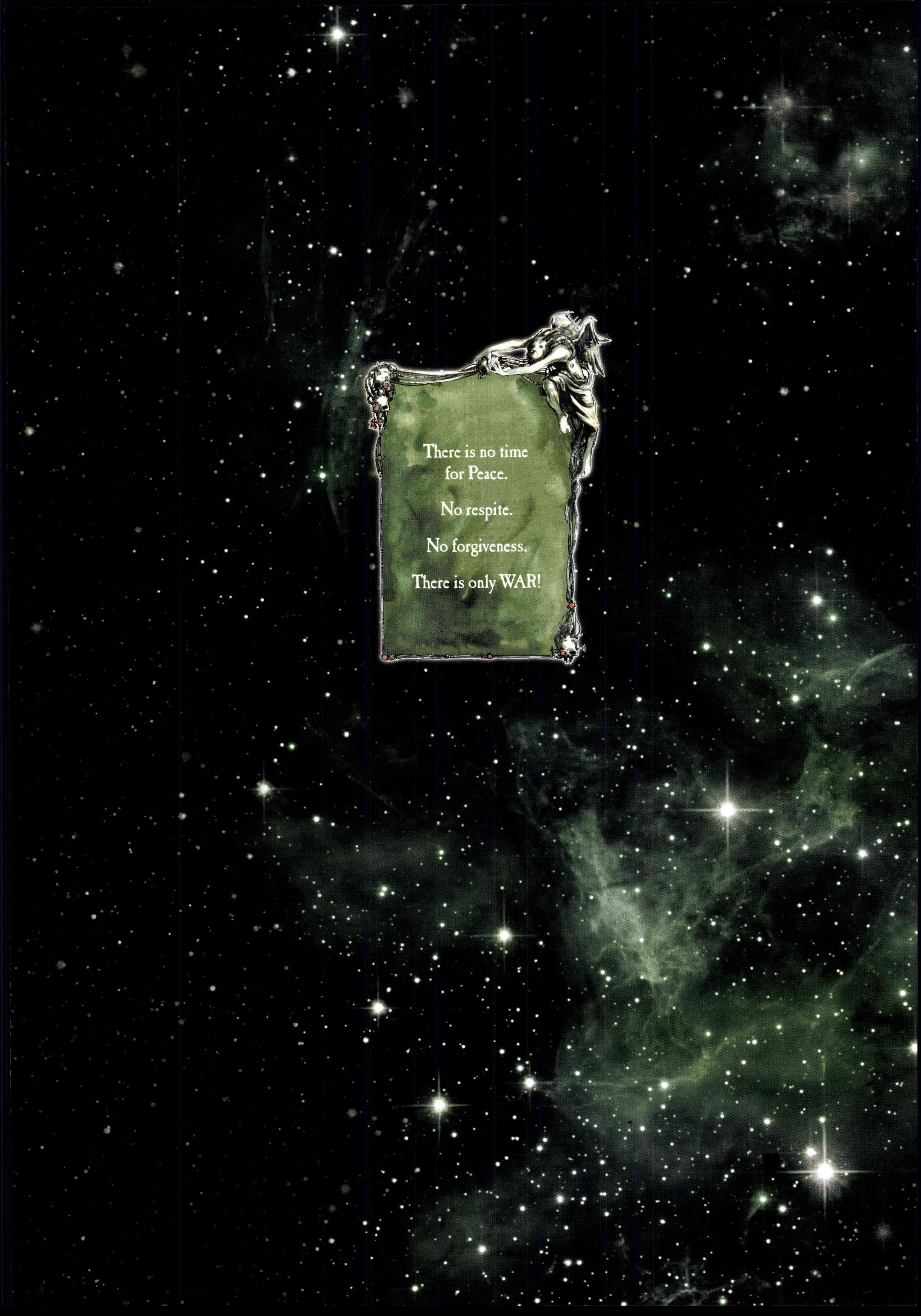
Finally, there is the Iconoclasm! – an epic tale of destruction and carnage in the Eydolim system, that serves as a fantastic example of just how far you and your friends can take your games of Warhammer 40,000.

APPENDICES (page 401)

Appendix 1 is a miscellany of the esoteric and unusual – casting light onto some of the darker, more obscure corners of the Imperium. Everything from Astropathic communication to a guide to field-dressing a lasgun wound can be found here!

Appendix 2 is a handy gaming aid that contains quick-reference material, such as tables and turn sequences, as well as a comprehensive index for the book. This section enables you to find the rules you need at a glance, and also contains profiles for warriors and vehicles so you can start playing straight away.

22



There is no time
for Peace.

No respite.

No forgiveness.

There is only WAR!

THE RULES

This section contains all the rules you'll need to fight your Warhammer 40,000 battles. Marshal your forces, gather your allies and prepare for war!

MODELS & UNITS

'A hundred thousand worlds, ten hundred thousand wars. There is no respite, there is nowhere to hide. Across the galaxy, there is only WAR!'

The Citadel miniatures used to play games of Warhammer 40,000 are referred to as 'models' in the rules that follow. Models represent a huge variety of troops, from noble Space Marines and brutal Orks to Warp-spawned Daemons. To reflect all their differences, each model has its own characteristics profile.

Warhammer 40,000 uses nine different characteristics to describe the various attributes of the different models. All but one of the characteristics are rated on a scale from 0 to 10. The odd characteristic out is Armour Save (Sv) which can run from 2+ through 6+ to – (for models with no Armour Save).

MODIFIERS

Certain pieces of wargear or special rules can modify a model's characteristics positively or negatively by adding to it (+1, +2, etc.), multiplying it (x2, x3, etc.) or even setting its value (1, 8, etc.). Attacks and Wounds are the only characteristics that can be raised above 10. No characteristic can be modified below 0.

MULTIPLE MODIFIERS

If a model has a combination of rules or wargear that modify a characteristic, first apply any multipliers, then apply any additions or subtractions, and finally apply any set values. For example, if a model with Strength 4 has both '+1 Strength' and 'double Strength', its final Strength is 9 (4x2=8, 8+1=9). If a model with Strength 4 has both '+1 Strength' and 'Strength 8', its final Strength is 8 (ignore +1 Strength and set it at 8).

WEAPON SKILL (WS)

This characteristic defines the close combat skill a warrior possesses. The higher the characteristic, the more likely the model is to hit an opponent in close combat. An Imperial Guardsman (a trained human warrior) has Weapon Skill 3, whilst a battle-hardened Space Marine might have Weapon Skill 4, Weapon Skill 5 or possibly even higher!

BALLISTIC SKILL (BS)

This shows how accurate a warrior is with ranged weapons of all kinds, from pistols to earth-shaking battle cannons. The higher this characteristic is, the easier a creature finds it is to hit targets with shooting attacks. An Imperial Guardsman has Ballistic Skill 3, but an Imperial Storm Trooper has Ballistic Skill 4.

STRENGTH (S)

Strength gives a measure of how physically mighty a warrior is. An exceptionally puny creature might have a Strength of 1, while a Tyranid Carnifex has Strength 9. Men have Strength 3.

TOUGHNESS (T)

This is a measure of a model's ability to resist physical damage and pain, and it reflects such factors as the resilience of a creature's flesh, hide or skin. The tougher a model is, the better it can withstand an enemy's blows. The gnarled and leathery hide of an Ork grants it Toughness 4, but an unyielding monster such as a Carnifex has an incredible Toughness of 6!

WOUNDS (W)

This characteristic tells us how much damage a creature can take before it dies (or is so badly hurt that it can't fight any more – which amounts to pretty much the same thing). Most man-sized models have a Wounds characteristic of 1. Large monsters and mighty heroes are often able to withstand several Wounds that would slay a smaller being, and so have Wounds 2, Wounds 3, Wounds 4 or even more.

INITIATIVE (I)

This represents the swiftness of a creature's reactions. Models with a low Initiative characteristic (Orks, with Initiative 2) are slow-witted, while models with a high Initiative characteristic (Genestealers, with Initiative 6) react far more quickly. In close combat, Initiative dictates the order in which creatures strike.

ATTACKS (A)

This shows the number of times a model attacks during close combat. Most warriors and creatures have an Attacks characteristic of 1, although some elite troops, monsters or heroes may be able to strike several times and have Attacks 2, Attacks 3 or more.

LEADERSHIP (LD)

Leadership reveals how courageous, determined and self-controlled a model is. A creature with a low Leadership value is very unruly or cowardly, to say the least! Elite forces, such as Space Marines have Leadership 8 or higher, whilst cowardly troops, such as Gretchin, have Leadership 5 or less.

ARMOUR SAVE (SV)

A warrior's Armour Save gives it a chance to avoid harm when it is struck or shot. Most models have an Armour Save based on what kind of armour they are wearing, so this characteristic may be improved if they are equipped with better armour. Other creatures may receive a natural save from having thick bony plates or a chitinous shell. Unlike other characteristics, the lower an Armour Save is, the better. A model can never have an Armour Save better than 2+.

CHARACTERISTIC PROFILES

Every model in Warhammer 40,000 has a profile that lists the values of its characteristics. At the back of this book, and in the codexes for each army, you will find the profiles for warriors and heroes drawn from many different races.

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Ork Boy	4	2	3	4	1	2	2	7	6+

Both the Ork and the Space Marine have Weapon Skill and Toughness 4, and they both have 1 Wound, which is the norm for man-sized creatures.

The Ork has more Attacks in close combat, representing its great ferocity in close combat, but when it comes to Ballistic Skill, Strength, Initiative, Leadership and Armour Save, the Space Marine is superior.

The Space Marine's Ballistic Skill of 4 means that he will hit more often when shooting. In hand-to-hand combat, the greater Strength value gives the Space Marine a better chance of killing the Ork, and his superior Initiative means that he gets to strike first. The Space Marine has a Leadership of 8, which is slightly higher than the average. The Space Marine's technologically advanced (and thicker) armour gives him another marked advantage over the Ork.

Obviously, a single Ork is no match for a Space Marine when fighting one-on-one, but as Orks are inevitably found in large numbers, they are still lethal opponents, even for Space Marines!

MODELS AND BASE SIZES

The rules in this book assume that models are mounted on the base they are supplied with. Sometimes, a player may have models in his collection on unusually modelled bases. Some models aren't supplied with a base at all. In these cases (which are, in all fairness, relatively few and far between), you should always feel free to mount the model on a base of appropriate size if you wish, using models of a similar type as guidance.

ZERO-LEVEL CHARACTERISTICS

Some creatures have been given a 0 for certain characteristics, which means that they have no ability whatsoever in that field (the same is also occasionally represented by a '–').

A model with Weapon Skill '0' is incapacitated; they are hit automatically in close combat and cannot strike any blows. A model with no Attacks cannot strike any blows in close combat. A warrior with an Armour Save of '–' has no armour save at all. **If at any point, a model's Strength, Toughness or Wounds are reduced to 0, it is removed from play as a casualty.**

OTHER IMPORTANT INFORMATION

In addition to its characteristics profile, each model will have a unit type, such as Infantry or Cavalry, which we discuss in more depth on page 44. It might also have an additional save of some kind, representing any armour or mystical protection it might have, it could be carrying one or more shooting or Melee weapons (see page 50) or might have one or more special rules (see page 32). Don't worry about any of this for now – for the moment, it's enough that you know to look for these aspects of the model.

VEHICLE CHARACTERISTICS

In the Warhammer 40,000 universe, there are many tanks, war machines and other combat vehicles, both human-built and alien. To reflect the many differences between creatures of flesh and blood and constructs of adamantium and warp-forged metal, vehicles have many different rules and their own set of characteristics. Vehicle characteristics are described in the Vehicles section (see page 70).

FORMING A UNIT

The models that make up your Warhammer 40,000 army must be organised into 'units'.

UNITS

Warriors tend to band together to fight in squads, teams, sections or similarly named groups – individuals do not normally go wandering off on their own for obvious reasons! In Warhammer 40,000, we represent this by grouping models together into units. A unit usually consists of several models that have banded together, but a single, powerful model, such as a lone character, a tank, a war engine or a rampaging monster, is also considered to be a unit in its own right.

UNIT COHERENCY

Units fight in loose groups with gaps between each model. This gives the troopers the freedom to move over difficult terrain quickly, and enables them to take advantage of such things as minor folds in the ground, scrub, and other small features, to shelter from enemy fire. The different elements of the unit have to stay together to remain an effective fighting force. This is detailed more fully in the Movement section (see page 10) – for now, all you need to know is that **every model in a unit must be within 2" of at least one other model in the same unit.**

GENERAL PRINCIPLES

'There can be no bystanders in the battle for survival. Anyone who will not fight by your side is an enemy you must crush.'
- *Scriptorus Munificantus*

Before we dive into the turn sequence and the main meat of the rules, there are a few basic ideas and game mechanics that are worth discussing. These are principles that are so common that they pop up again and again while you're playing a game, so it makes a lot of sense to establish them before hitting the more specialised rules to be found later.

THE MOST IMPORTANT RULE

In a game of the size and complexity of Warhammer 40,000, there are bound to be occasions where a situation is not covered by the rules, or you can't seem to find the right page. Even if you know the rule, sometimes it is just a really close call, and players don't agree on the precise outcome.

Nobody wants to waste valuable gaming time arguing, so be prepared to interpret a rule or come up with a suitable solution for yourselves (in a manner befitting the better class of Imperial Citizen, of course). If you find that you and your opponent cannot agree on the application of a rule, roll a dice to see whose interpretation will apply for the remainder of the game – on a result of 1-3 player A gets to decide, on a 4-6 player B decides. Then you can get on with the fighting! Once the game is over, you can happily continue your discussion as to the finer points of the rules.

MEASURING DISTANCES

In games of Warhammer 40,000, distances are measured in inches (") with a tape measure or measuring stick. **You can always check any distance at any time.**

This allows you to check whether your units are in range of their target before they attack. After all, the soldiers are led by seasoned veterans who can accurately judge the range of their weapons, even if we, their generals, cannot.

Distances between models and all other objects (which can be other models, terrain features and so on) are always measured from closest point on one base to the closest point on the other base. Distances between units are always measured to and from the closest models in each of the units (see diagram below).

For example, if any part of a model's base is within 6" of the base of an enemy model, the two models are said to be within 6" of each other.

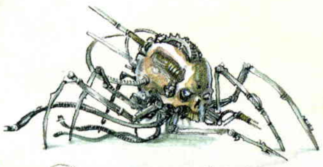
Sometimes the rules will call upon a unit to move directly towards another unit, or some other feature on the battlefield. Where this is the case, draw an imaginary line from the centre of the unit to its destination, and move the unit forwards along this line a number of inches equal to the distance stated.

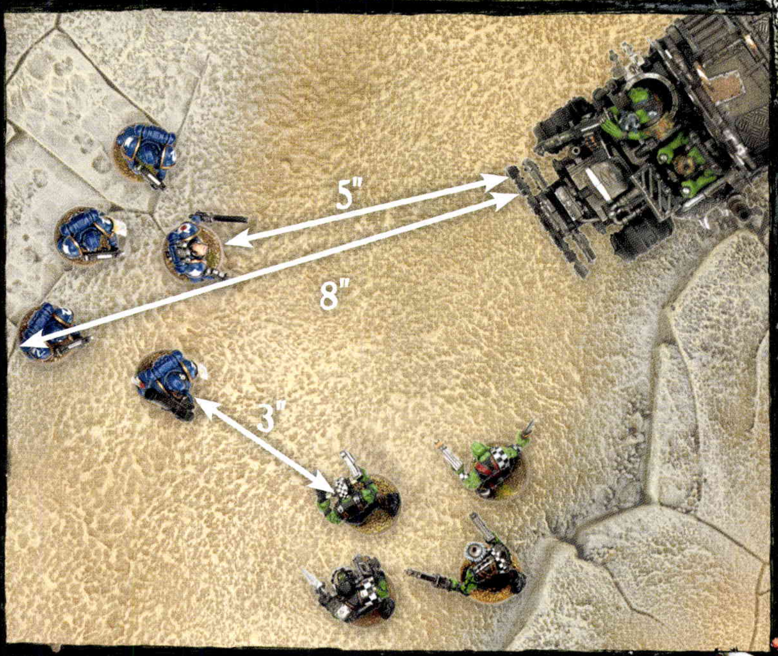
MEASURING DISTANCES

The distance between the Space Marine unit and the hull of the Ork Trukk is 5 inches. We normally say that the Trukk is within 5" of the Space Marine unit. Note that we always measure to the hull of a vehicle (see page 71).

The distance between the Space Marine unit and the Ork unit (i.e. between the two closest models) is 3 inches. The two units are within 3" of each other.

The distance between the Ork Trukk and the furthest point on the most distant Space Marine is 8 inches. The Space Marine unit is therefore wholly within 8" of the Ork Trukk.





DICE

Throughout a game, you will often need to roll dice to see how the actions of your models turn out – how effective their shooting attacks are, what damage they've done in close combat, and so on. Almost all the dice rolls in Warhammer 40,000 use standard six-sided dice, also known as D6, but there are some exceptions as noted below.

ROLLING A D3

In rare circumstances, you may be instructed to roll a D3. As there's no such thing as a three-sided dice, use the following method to determine a result between 1 and 3. Roll a D6 and halve the number, rounding up. Thus, **1 or 2 = 1, 3 or 4 = 2 and 5 or 6 = 3**.

SCATTER DICE

Warhammer 40,000 uses a special dice called a scatter dice (marked with arrows and a Hit! symbol). This dice is mostly used to determine a random direction, most often applied when working out the behaviour of blast weapons, such as mortars and battle cannons (see page 33).

DIVIDING TO CONQUER

On occasion, you'll be called upon to divide the result of a dice roll, a characteristic or some other value. Where this happens, **any fractions should always be rounded up**. So a D6 roll of 3, halved, would be a result of 2 (1.5 rounded up). Similarly, 10% of a unit of twenty-one models, rounded up, would be 3 models.

MODIFYING DICE ROLLS

Sometimes, you may have to modify the number rolled on the dice (or 'the roll'). This is noted as D6 plus or minus a number, such as D6+1. Roll the dice and add or subtract the number given to or from the roll (as appropriate) to get the final result. For example, D6+2 means roll a dice and add 2 to the number on the dice for a total between 3 and 8. You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6 and so on. Roll the indicated number of dice and add them together, so a 2D6 roll is two dice rolled and added together for a result of 2-12. Another method is to multiply the score of a dice by a certain amount, such as D6x5 to provide a result between 5 and 30.

RE-ROLL

In some situations, the rules allow you to pick up and re-roll a dice. This is exactly what it sounds like – pick up the dice you wish to re-roll, and roll it again. **The second roll counts, even if it means a worse result than the first, and no single dice can be re-rolled more than once**, regardless of the source of the re-roll.

If you re-roll a single 2D6 or 3D6 roll, you must re-roll all of the dice and not just some of them, unless the rule granting the re-roll specifies otherwise. Note that any modifiers that applied to the first dice roll are also applied to the re-roll.

ROLL-OFF

If the rules require players to roll-off, this simply means that **each player rolls a dice and the player that rolls the highest result wins** the roll-off. If the players roll the same result, both dice must be re-rolled until one player is the winner – any modifiers that applied to the first dice roll are also applied to any further rolls.

RANDOMISING

Sometimes you'll be called upon to randomly select something – often a model, but sometimes an item, a psychic power or similar. Where this is the case, simply assign a D6 result to each of the things the random selection must be made from, and roll the dice to make your random choice. If you have fewer than six items to randomise between, simply roll again until you roll an assigned number.

For example, Matthew must randomly select one of five models. He assigns each model a number between 1 and 5, and rolls a D6, re-rolling results of 6 until he gets a number between 1 and 5.

If you have more than six items to randomise between, split them into equal sized groups of six or less (or as near to this as you can). Then randomly select one group, further randomising between the items in this group to find the (un)lucky item!

COCKED DICE

Occasionally, a dice will end up in a crevice in your terrain or in the crack between two sections of board and doesn't lie flat. We call this a 'cocked dice'. Some players use a house rule that if any dice is not completely flat on the table, it must be re-rolled. More common is for players to re-roll the dice only if they can't be sure of the result.

Of course, if your gaming surface is very textured and results in a lot of cocked dice (or simply if you prefer a tidy battlefield), you can make all your rolls in a tray or box lid.

DICE ON THE FLOOR

It is generally accepted that if a dice ends up on the floor, it doesn't count – so you don't need to shine a torch under the sofa to find out if you made your save or not. Most gamers agree that such dice can be rolled again.

However, one player we know has a house rule that if your dice misses the table, you have failed the roll – after all, if you can't hit a huge table with a tiny dice, then what chance do your warriors have of hitting the enemy?

BLAST MARKERS AND TEMPLATES

Some weapons are so powerful that they don't just target a single model or unit, but have an 'area effect' which might encompass (and often utterly devastate!) several different units. To better represent these circumstances, Warhammer 40,000 uses a series of three different blast markers and templates:

- A 'small' blast marker (3" in diameter)
- A 'large' blast marker (5" in diameter)
- A 'template' (a tear-dropped shaped marker roughly 8" long)

Copies of these templates can be found in the reference section. You can photocopy these if you wish, but plastic transparent versions can also be purchased separately.

The templates and blast markers are used as a way of determining how many models have been hit by an attack that has an area of effect or blast radius. When an attack uses a template, it will explain how the template is positioned, including any kind of scatter that might occur (scatter is discussed more completely next in this section). To work out the number of hits, you normally need to hold the template over an enemy unit or a particular point on the battlefield, and then look underneath (or through, if using a transparent template) to see how many models' bases lie partially or completely underneath. **A unit takes a hit for each model that is fully, or even partially, underneath the template.** Remember that a model's base is counted as being part of the model itself, so all a template has to do to cause a hit is to cover any part of its base.

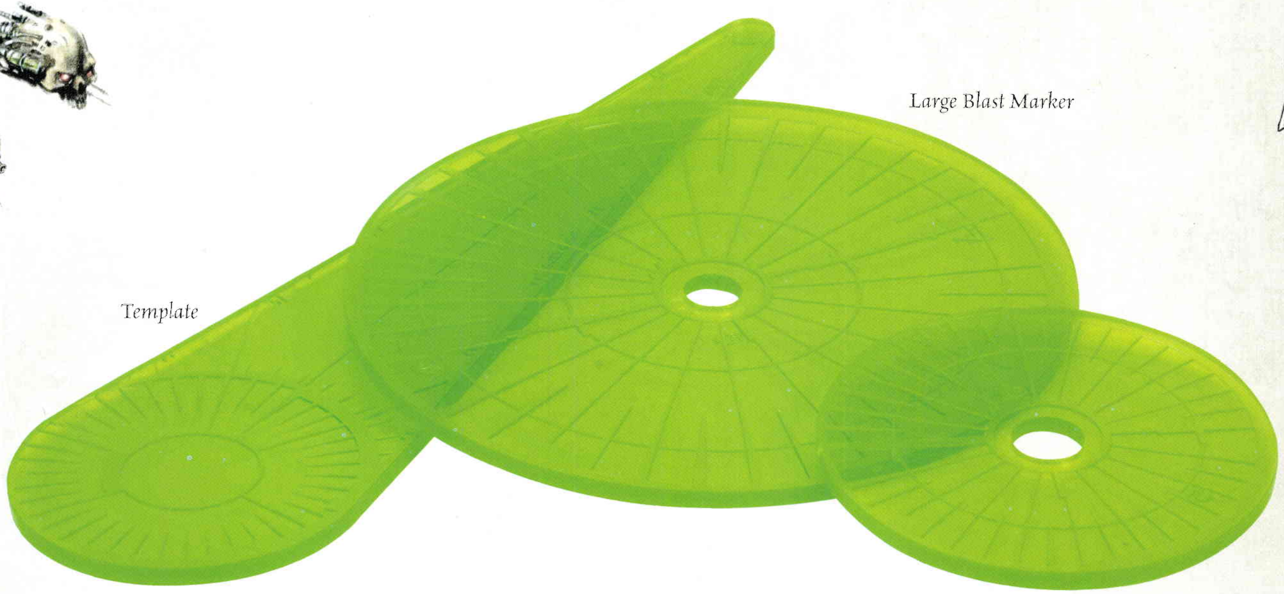
SCATTER

Sometimes a rule will call for an object (a template, counter, model or even a whole unit) to be placed on the battlefield and then scattered.

When this occurs, follow this procedure:

- Place the object on the battlefield as instructed by the rule.
- Roll a scatter dice and 2D6 to determine the direction and distance of scatter in inches.
- If a Hit! is rolled on the scatter dice, the object does not move – leave it in place and resolve the remainder of the rule.
- If an arrow is rolled, move the object the distance shown on the 2D6 in the direction of the arrow. Ignore intervening terrain, units, etc, unless the rule states otherwise.
- Once the object has scattered to its final position, resolve its effects.
- Some rules may specify a distance to be determined other than 2D6, in which case, just replace the 2D6 in this procedure with the method listed in the rule.

For example, if something is said to 'scatter 2D6" in a random direction', then you'd roll the scatter dice for the direction and 2D6 for the distance. It's a good idea to roll these as close to the scattering object as possible, to minimise the inaccuracy that will inevitably creep in as you attempt to match the vector.



CHARACTERISTIC TESTS

A model will sometimes be called upon to take a characteristic test. Such a test can be applied against any characteristic that the model has, except for Leadership and Armour Save. A Toughness test is a characteristic test, as is a Strength test or an Initiative test, a Wounds test and so on.

Models don't have a choice of which characteristic to use – the characteristic to be tested will be specified in the rule.

To make a characteristic test use the following procedure:

- Roll a D6 and compare the result to the relevant characteristic in the model's profile.
- If the result is equal to or less than the number in the profile, the test is passed.
- If the result is greater than the number in the model's profile, the test has been failed, and something unusual will occur, as detailed in the rule that prompted the test.
- When a single test is required for the whole unit, use the highest relevant characteristic in the unit.

MODELS WITH MULTIPLE PROFILES

Where a model has more than one value for the same characteristic, a characteristic test is always taken against the highest of the values.

AUTOMATIC PASS AND FAIL

When taking a characteristic test, **a dice roll of 6 is always a failure, and a dice roll of 1 is always a success**, regardless of any other modifiers. However, if the model has a characteristic of 0 or '–' it automatically fails the test.

LEADERSHIP TESTS

At certain times, a model or unit might be called upon to take a Leadership test. This usually represents them drawing upon their courage to face disheartening circumstances.

To take a Leadership test, use the following procedure:

- Roll 2D6 and compare the result to the model's Leadership.
- If the result is equal to or less than the model's Leadership value, then the test has been passed.
- If the result is greater than the model's Leadership value, a suitably dire consequence will occur, as detailed in the rule that called for the test.
- If a unit includes models with different Leadership values, always use the highest Leadership from among them.

MODELS WITH MULTIPLE PROFILES

Where a model has more than one Leadership value, a Leadership test is always taken against the highest of the values.

AUTOMATIC PASS

A natural, unmodified, roll of 2 (a double 1) always passes a Leadership test, regardless of any modifiers that apply.

BASIC VERSUS ADVANCED

Basic rules apply to all the models in the game, unless specifically stated otherwise. They include the rules for movement, shooting and close combat as well as the rules for morale, found between pages 10 and 31. These are all the rules you'll need for your average Infantry model.

Advanced rules apply to specific types of models, whether because they have a special kind of weapon (such as a boltgun), unusual skills (such as the ability to regenerate damaged flesh), because they are different to their fellows (such as a unit leader or a heroic character), or because they are not normal Infantry models (a Bike, a Swarm or even a Tank). The advanced rules that apply to a unit are indicated in the entry for the unit in their relevant Warhammer 40,000 codex.

Where advanced rules apply to a specific model, they always override any contradicting basic rules. For example, the basic rules state that a model must take a Morale check under certain situations. If, however, that model has a special rule that makes it immune to Morale checks, then it does not take such checks – the advanced rule takes precedence.

On rare occasions, a conflict will arise between a rule in this rulebook, and one printed in a codex. Where this occurs, the rule printed in the codex always takes precedence.

THE SPIRIT OF THE GAME

Warhammer 40,000 may be somewhat different to any other game you have played. Above all, it's important to remember that the rules are just the framework to support an enjoyable game. Whether a battle ends in victory or defeat, your goal should always be to enjoy the journey. What's more, Warhammer 40,000 calls on a lot from you, the player. Your job isn't just to follow the rules, it's also to add your own ideas, drama and creativity to the game. Much of the appeal of this game lies in the freedom and open-endedness that this allows; it is in this spirit that the rules have been written.

CONTROLLING PLAYER VS OPPOSING PLAYER

Sometimes, a rule will ask the controlling player to make an action or decision of some kind. At others, it will place the same responsibility on the opposing player. The controlling player is always the player who 'owns' the model in question – the one who has included it in his army. The opposing player is always his opponent.

LINE OF SIGHT

Line of sight determines what a model can 'see'. Many situations call for you to determine whether or not a model has line of sight. A model normally needs line of sight whenever it wishes to attack an enemy, whether with power sword, gun or psychic power. Line of sight literally represents your warriors' view of the enemy – they must be able to see their foes through, under or over the battlefield terrain and other models (whether friendly or enemy).

For one model to have line of sight to another, you must be able to trace a straight, unblocked line from its eyes to any part of the target's body (the head, torso, arms or legs).

Sometimes, all that will be visible of a model is a weapon, banner or other ornament he is carrying. In these cases, the model is not visible. Similarly, we ignore wings and tails, and antennae even though they are technically part of a model's body. These rules are intended to ensure that models don't get penalised for having impressive banners, weaponry, and so on.

Naturally, you can't ask your models what they can see – they're plastic and resin, which is always a barrier to effective communication – therefore, you'll have to work it out on their behalf. In many cases, this will be obvious – if there's a hill, building or monster in the way, the enemy might be blatantly out of sight. In other cases, two units will be clearly in view of each other as there is nothing at all in the way. On those other occasions, where it's not entirely obvious whether or not one unit can see another, the player will have to stoop over the battlefield and look from behind the model's head for a 'model's eye view'. This means getting down to the level of your warriors and taking in the battlefield from their perspective to 'see what they can see'. You will find that you can spot lurking enemies through the windows of ruined buildings, catch a glimpse of a model's legs under tree branches and see that high vantage points become very useful for the increased line of sight that they offer.

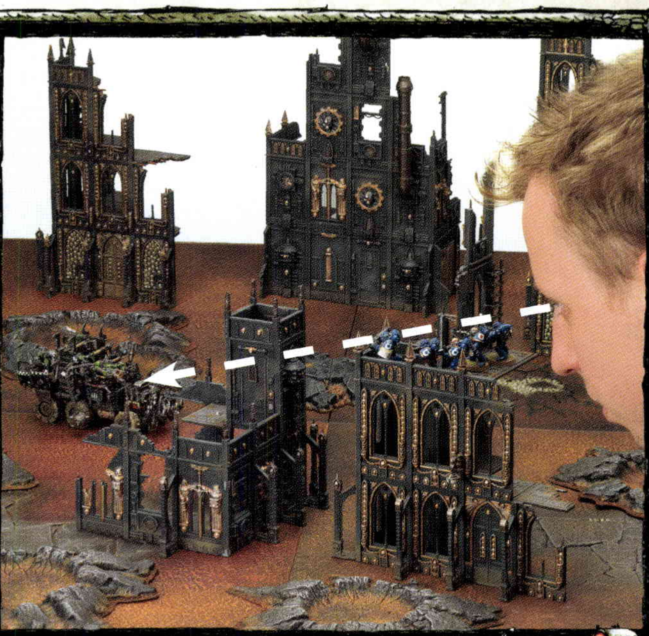
OWN UNIT

There is one important exception to the rules for line of sight. **Firing models can always draw line of sight through members of their own unit** just as if they were not there. This assumes that the soldiers shift their stances to open firing lanes in order to maximise their own squad's firepower.

MODEL'S EYE VIEW

Warhammer 40,000 uses what we call 'true line of sight'. This means that you take the positions of models and terrain at face value, and simply look to see if your warriors have a view to their targets.

True line of sight makes the game feel much more cinematic and puts you in the heart of the fighting – existentially, if not physically. There's nothing like getting a model's eye view to bring a game to life. Of course, this does mean that there are occasionally borderline cases when it is hard to tell if a model can see a target or not, but players should always be generous and give their opponent the benefit of the doubt.



THE TURN

'Be warned! Many are the guises of the mutant. They may appear to you as a normal person but beneath this benign countenance may lie a wretched and twisted beast. An abomination, a witch or worse. Mark the beast and expel it; it has no place with us!'

- Inquisitor Czevak

Behold the terrible splendour of war! Squads of courageous warriors pick their way through the rubble and ruin, advancing under the covering fire of mighty war engines. Lances and bolts of energy pierce the smoke-wreathed air, and power-armoured brutes hurl themselves into the enemy ranks, letting fly with chainsword and power axe.

A Warhammer 40,000 battle is a chaotic affair. To bring a modicum of order to the anarchy of battle, players alternate moving and fighting with their units. So, one player will move and fight with his forces, and then their opponent will move and fight. This process is then repeated, with the first player moving and fighting again, and so on, until the game is done.

During his turn, a player can usually move and fight once with each of his units. For convenience and flow of game play, we divide a player's turn into three main phases: Movement, Shooting and Assault.

This means that you move any models you want to first, then when you are finished all of your moving, you can shoot with your models. Finally, once your shooting is all completed, you can charge into assault and resolve any close combats. This process helps to keep track of what is going on and makes it easier to know when one player's actions are over and your opponent can start his turn (and take his revenge).

GAME TURNS AND PLAYER TURNS

In a complete game turn, each player gets a player turn, divided into Movement, Shooting and Assault phases. One game turn therefore comprises two player turns – one for each player. **Whenever a rule refers to 'a turn' it always means 'player turn' unless it specifically refers to a 'game turn'.**

EXCEPTIONS

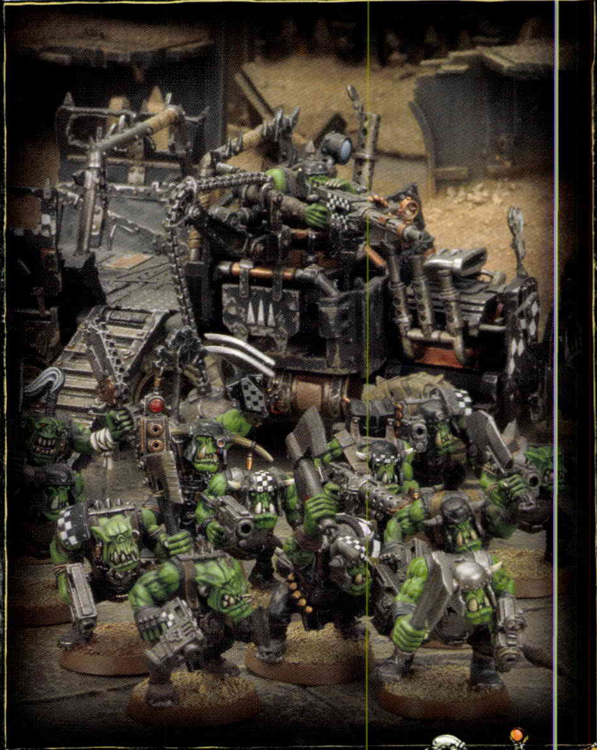
While playing Warhammer 40,000, you'll occasionally discover exceptions to the general turn sequence laid out here, when things are worked out as they occur rather than in any strict order. At other times, you'll find that both players will have to do something at the same time. When these things happen, the player whose turn it is decides the order in which the events occur. Occasionally, the actions of one player will trigger the sudden appearance of a particular unit, or may activate some special rule or occurrence. When this happens, the exceptional rule will contain all the information you need to resolve it.

TURN SUMMARY

1. **Movement phase.** Here, you move any of your units that are capable of doing so. See the Movement rules on page **10** for more details of how to do this.

2. **Shooting phase.** You now shoot with any of your units that are capable of doing so. See the Shooting rules on page **12** for more details on how to resolve this.

3. **Assault phase.** During the Assault phase, units declare charges in the Charge sub-phase and trade blows with their enemies in the Fight sub-phase. All units in close combat fight; this is an exception to the normal turn sequence in that both sides fight, not just the side whose turn it is. More information on fighting close combats can be found in the Assault rules on page **20**.

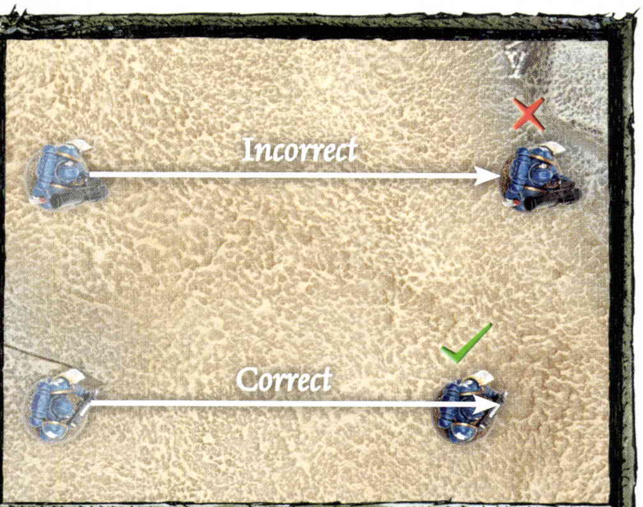


THE MOVEMENT PHASE

> 'Every man is a spark in the darkness. By the time he is noticed he is gone forever;
> a retinal after-image that fades and is obscured by newer, brighter lights.'

Although the Movement phase is the easiest to perform, it's probably the most tactically important. Getting models into the right position on the battlefield is often the key to victory. For the time being, we'll just explain how squads of Infantry move, as they are by far the most common units in the game. Vehicles, Jump Pack units, Bikes and certain other units move in different ways to represent their greater mobility, and these will be discussed in full detail later on (see pages 44-49).

In your turn, you can move any of your units – all of them if you wish – up to their maximum movement distance. Once a unit has completed all of its movement, you can select another unit and move that one, and so on, until you have moved all of the units you wish to move. Once you have started moving a unit, you must finish its move before you start to move another unit. Note that you don't have to move all (or any) of your units – indeed, there are several tactical advantages to remaining stationary, as we'll explain later in the rules. Once you've completed a unit's move, you cannot go back and change it, so think carefully before giving the order to advance.



MOVEMENT DISTANCE

It's a common mistake to measure the distance and then place the model on the far side of the tape measure. This is incorrect, as it adds the entire length of the model's base to the distance moved. The diagram above shows correct and incorrect ways of measuring move distance. For an Infantry model on its relatively small base, this additive error isn't so bad, but imagine what would happen if this error was made with a vehicle 6" long!

MOVEMENT DISTANCE

Models move up to 6" in the Movement phase. This represents most creatures moving at a reasonable pace but stopping several times to scan the surrounding landscape for enemies, communicate with their commanders, identify the best lines of advance and so on.

Even warriors who are moving in a part of the battlefield where no enemies are apparent can only move 6". This is because your units lack your own omniscient knowledge that there are no enemies around. It is perfectly fine to measure a unit's move in one direction, and then change your mind and decide to move it somewhere else (even the opposite way entirely!) or decide not to move it at all. Models cannot, however, voluntarily move off the board.

WHICH MODELS ARE MOVING

Whether or not a model moves can change how effective it will be in the Shooting phase. You may decide that only some of the models in a unit are going to move this turn. If this is the case, declare which models are remaining stationary just before you start moving the other models of that unit. Remember that models must still maintain unit coherency.

DIFFERENT MOVEMENT DISTANCES WITHIN A UNIT

Sometimes, a unit will contain models that move at different speeds. When this is the case, each model can move up to its maximum movement allowance so long as it remains in unit coherency (see opposite).

MODELS IN THE WAY

A model cannot move within 1" of an enemy model unless they are charging into close combat in the Assault phase. To move past, they must go around.

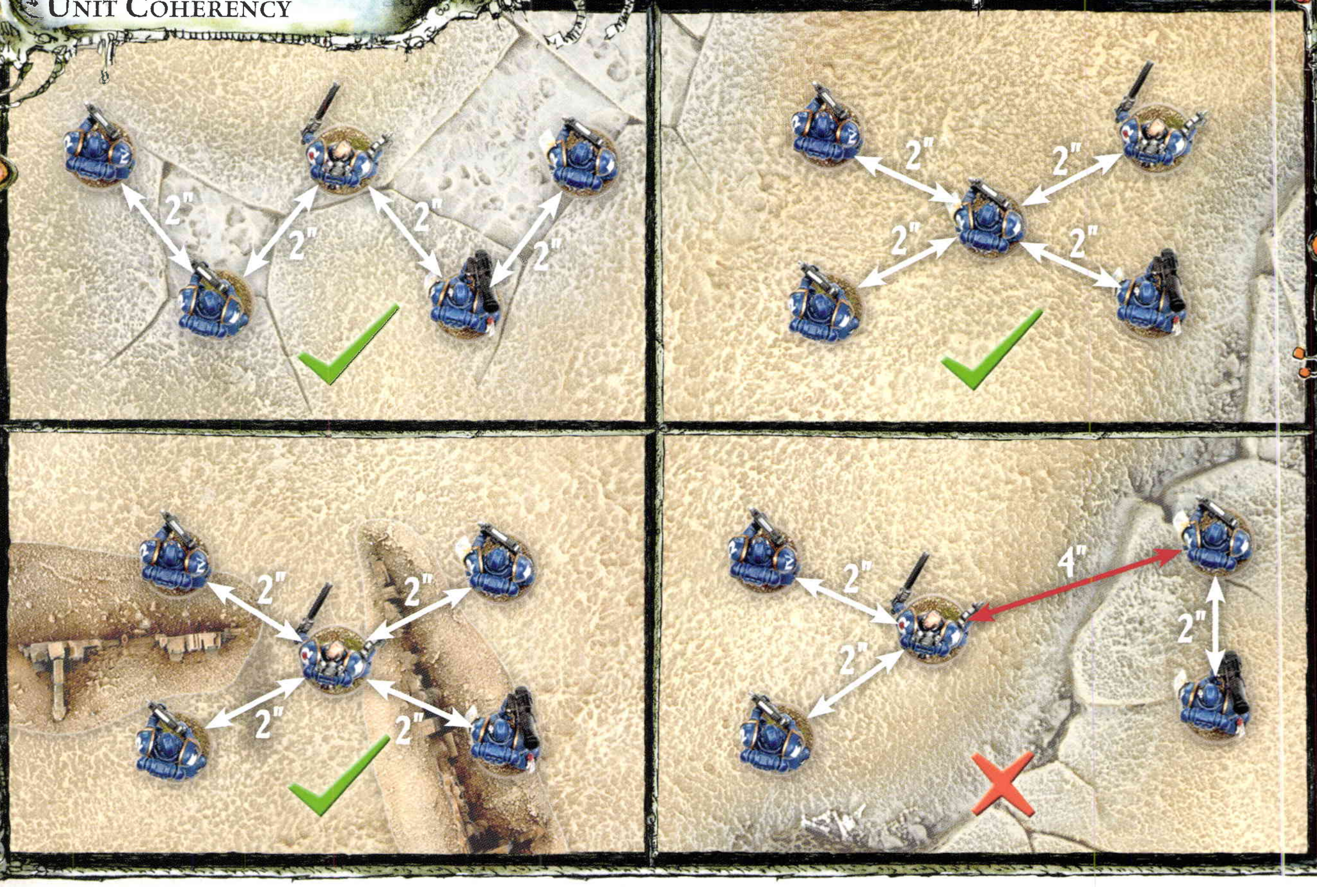
TURNING AND FACING

As you move the models in a unit, they can be turned on the spot to face in any direction, without affecting the distance they are able to cover. Whilst the direction a model is facing won't impact its ability to shoot or charge into combat later in the turn, it's always better to have it facing towards the enemy, just as it would on a real battlefield.

MOVING AND CLOSE COMBAT

Units already locked in close combat with the enemy cannot move during the Movement phase.

Unit Coherency



Unit Coherency

When you are moving a unit, its individual models can each move up to their maximum movement distance. However, units have to stick together, otherwise individual models become scattered and the unit loses its cohesion as a fighting force. So, **once a unit has finished moving, the models in it must form an imaginary chain where the distance between one model and the next is no more than 2"**. We call this 'unit coherency'.

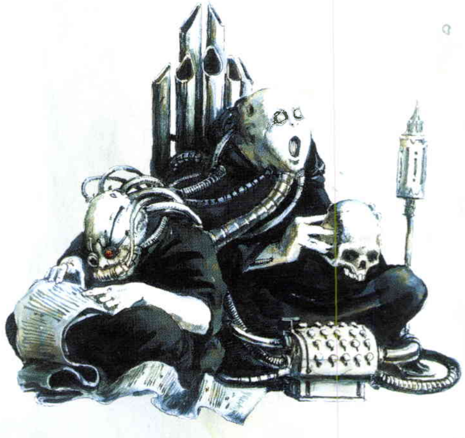
During the course of a game, a unit can get broken up and lose unit coherency, usually because it has taken casualties from incoming enemy fire. If this happens, in their next Movement phase, the models in the unit must be moved in such a way that they restore unit coherency (or get as close as possible to having restored coherency). If the unit cannot move in its next turn, or is unable to restore unit coherency in a single turn, then the models must move to restore unit coherency as soon as they have the opportunity, including by running if they have that option (see page 14).

MOVING THROUGH TERRAIN

In addition to the rules presented in this section, certain types of terrain can affect how your models move. If this is your first game, don't worry about these additional rules for now. When you're ready to start using the rules for terrain, you'll find them on page 90.

Wobbly Model Syndrome

Sometimes you may find that a particular piece of terrain makes it hard to put a model exactly where you want. If you delicately balance it in place, it is very likely to fall as soon as somebody nudges the table, leaving your beautifully painted miniature damaged or even broken. In cases like this, we find it is perfectly acceptable to leave the model in a safer position, as long as both players have agreed and know its 'actual' location. If, later on, your enemy is considering shooting at the model, you will have to hold it back in the proper place so he can check line of sight.



THE SHOOTING PHASE

'The Emperor will not judge you by your medals and diplomas;
he will judge you by your scars.'

As the two armies engage each other, guns thunder ceaselessly, and plasma blasts, shells and shrapnel rain down on both sides. In a Warhammer 40,000 battle, we split up the firing so that each player's force fires during the Shooting phase of his own turn. During the Shooting phase, units armed with ranged weapons can fire at the enemy. You can choose any order for your units to shoot, but you must complete all the firing by one unit before you move on to the next.

The shooting process can be summarised in five steps, as described below. Each step is explained in greater detail later in this section. Once you've completed this shooting sequence with one of your units, select another and repeat the sequence. Once you have completed steps 1 to 5 for each unit in your army that you wish to make a shooting attack, carry on to the Assault phase.

THE SHOOTING SEQUENCE

1. **Nominate Unit to Shoot.** Choose one of your units that is able to, but has not yet, fire this turn.

2. **Choose a Target.** The unit can shoot at one enemy unit that it can see. Every model that wishes to shoot must be able to see the target unit, and be within range of at least one visible model in the target unit. Models that cannot see the target, or are not in range, cannot shoot.

3. **Roll To Hit.** Roll a D6 for each shot fired. A model's Ballistic Skill determines what it must roll in order to hit the target.

4. **Roll To Wound.** For each shot that hit, roll again to see if it wounds the target. The result needed is determined by comparing the Strength of the firing weapon with the majority Toughness of the target unit.

5. **Allocate Wounds & Remove Casualties.** Any Wounds caused by the firing unit must now be allocated, one at a time, to the closest model in the target unit. A model with a Wound allocated to it can take a saving throw (if it has one) to avoid being wounded. If a model is reduced to 0 Wounds, it is removed as a casualty. Wounds are then allocated to the next closest model. Continue to allocate Wounds and take saving throws until all Wounds have been resolved.

NOMINATE UNIT TO SHOOT

During the Shooting phase, a unit containing models armed with ranged weapons can be nominated to make shooting attacks.

WHO CAN SHOOT?

Certain situations prevent a model from firing. The most common are:

- Their unit is locked in close combat with the foe.
- Their unit is running (see page 14).

This is not a comprehensive list. Other game rules or special rules can sometimes affect a unit's ability to shoot – this is explained thoroughly when it occurs.

CHOOSE A TARGET

Once you have chosen the unit that you want to shoot with, choose a target for them to shoot at. To do so, you must check the range and line of sight from your unit to the enemy unit you are targeting. Note that you may check the range and line of sight to multiple enemy units before deciding which one to shoot at and declaring it to your opponent.

LINE OF SIGHT

To target an enemy unit, at least one model must have line of sight (see page 8) to at least one model in the target unit. If no models have line of sight, then a different target must be chosen.

CHECK RANGE

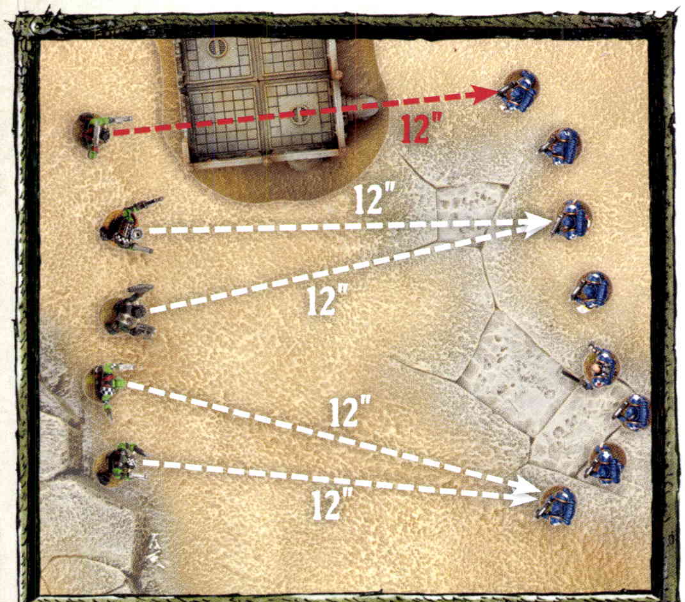
All weapons have a maximum range, which is the furthest distance they can shoot. At least one weapon must be in range of the target unit. If no weapons are in range, then a different target must be chosen. Here are examples of weapon ranges:

Weapon	Maximum Range
Laspistol	12"
Boltgun	24"
Autocannon	48"

When checking range, simply measure from each firer to the nearest visible model in the target unit. Any model that is found to be out of range of all visible enemy models in the target unit doesn't shoot – his shots would not be not accurate enough to hit anything.

WHICH MODELS CAN FIRE?

Any model that is found to be in range of at least one visible enemy model in the target unit can fire. **All models in the unit must shoot at the same target unit.** If a model cannot shoot at the same target as the other models in its unit, for any reason, then it cannot shoot at all in that phase. A player can choose not to fire with certain models if he prefers (as some models may have One Use Only weapons, for example). This must be declared before rolling To Hit, as **all of the models in the unit fire at the same time** regardless of whether or not all of the dice are rolled together.



Which Models Can Fire?
Four Orks are found to have a target that is visible to them and is within the 12" range of their pistols (white lines). The remaining Ork cannot fire as he does not have line of sight to the only Space Marine in range (red line).

ROLL TO HIT

To determine if the firing model has hit its target, roll a D6 for each shot that is in range. Most models only get to fire one shot, however, some weapons are capable of firing more than once, as we'll explain in more detail later. **The dice roll needed To Hit will depend on how accurate the firers are, as shown by their Ballistic Skill (or BS). The chart below shows the minimum D6 roll needed to score a hit.**

Firer's BS	1	2	3	4	5
Roll needed to hit	6	5+	4+	3+	2+

For example, if the firing model is a Space Marine with a Ballistic Skill of 4, a roll of 3 or more would score a hit.

To Hit rolls are easy to remember if you just subtract the Ballistic Skill of the firing model from 7. This will give you the number you need; e.g. a model with BS 2 needs to roll a 5 or more (7-2=5).

Note that the minimum roll needed To Hit is always at least 2. When rolling To Hit, **there is no such thing as an automatic hit and a roll of a 1 always misses** (or, at the very least will need re-rolling – see below). If several weapons have different Strengths, special rules or AP values, use different coloured dice or roll them separately.

MOVING & SHOOTING

Whether a model has moved or not can make a big difference to its ability to fire. Some guns are so heavy that they can only be used effectively if their firer halts completely to brace himself or set up his weapon on the ground. This is explained in more detail in the Weapons section (page 50). The most important thing to remember is that **the effect movement has on shooting is applied on a model-by-model basis.**

SNAP SHOTS

Under certain circumstances, models can only fire Snap Shots – opportunistic bursts of fire 'snapped' off in the general direction of the target. The most common occurrence of a Snap Shot is when a model with a Heavy weapon, such as a heavy bolter, moves and shoots in the same turn (see page 51 for more on Heavy weapons). **If a model is forced to make Snap Shots rather than shoot normally, then its Ballistic Skill is counted as being 1 for the purpose of those shots.** Some weapon types, such as Template and Ordnance, or those that have certain special rules, such as Blast, cannot be fired as Snap Shots. It's important to note that any shooting attack that does not use a Ballistic Skill – such as the Necron Monolith's portal of exile – cannot be 'fired' as a Snap Shot.

BALLISTIC SKILL OF 6 OR BETTER

Very rarely, a model may have a Ballistic Skill of 6 or even more. If a model has BS 6 or higher, it gains a re-roll whenever it rolls a 1 To Hit with ranged attacks. The second roll usually has a lower chance of hitting, and the number needed is given in the chart below in italics after the slash.

Firer's BS	6	7	8	9	10
Roll needed To Hit	2/*6*	2/*5*	2/*4*	2/*3*	2/*2*

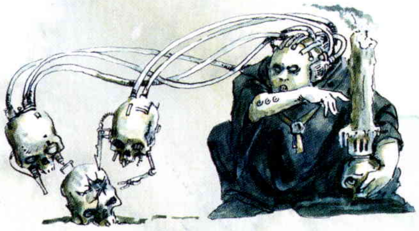
For example, a model with BS 7 fires a shot with its pistol. It rolls a 1, missing, but thanks to its exceptional Ballistic Skill, it can re-roll the dice. This time, however it won't hit on a 2 or better, but rather on a 5 or better.

If a model has a special rule that already confers it a re-roll To Hit (like a master-crafted weapon, for example), then that re-roll takes precedence and the chart above is not used. Instead, the chance of hitting with the re-roll is the same as the first shot, depending on the firer's BS. Remember, a dice can only ever be re-rolled once!

RUN

At times, warriors may have to quickly redeploy, literally running from cover to cover or simply concentrating on movement and giving up their chance to shoot. In their Shooting phase, units may choose to Run instead of firing. Roll a D6 to determine the maximum Run distance for the entire unit. Models in the unit may then immediately move up to that distance in inches. They may choose to not move after the roll is made, but still count as having Run.

Running movement is not slowed by difficult terrain but models running through dangerous terrain must test as normal (see page 90). Units that Run in the Shooting phase cannot charge in the following Assault phase.



TO WOUND CHART

Target's Toughness

Weapon's Strength	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Guns and warriors are useful, but it is our indomitable will that promises the ultimate victory.

ROLL TO WOUND

Hitting your target is not always enough to put it out of action. The shot might result in nothing more than a superficial graze or flesh wound.

To determine whether a hit causes a telling amount of damage, **compare the weapon's Strength characteristic with the target's Toughness characteristic using the To Wound chart.** The number indicated is the minimum result on a D6 needed to convert the hit into a Wound. A value of '–' indicates that the target cannot be wounded by the Attack.

Note that the minimum roll needed To Wound is always at least 2. When rolling To Wound, **there is no such thing as an automatic Wound and a roll of a 1 always fails.**

Each weapon has its own Strength value, which is given in its profile or in the description of the weapon. Here are some examples of different weapons and their Strength characteristics.

Weapon	Strength
Boltgun	4
Plasma gun	7
Lascannon	9

For example, a Space Marine with a boltgun shoots at an Ork and hits him. A boltgun has a Strength of 4 and the Ork has a Toughness of 4. Referring to the chart, a result of 4 or more is needed to convert the hit into damage. If the roll is 4 or more, the Ork takes a Wound.

MULTIPLE TOUGHNESS VALUES

Quite rarely, a unit will contain models with differing Toughness characteristics. When this occurs, roll To Wound using the Toughness characteristic that is in the majority in the target unit. If two or more Toughness values are tied for majority, use the highest of these tied values.

For example, Nogg's Grot Mob contains several Gretchin (Toughness 3) and an Ork Runtherd (Toughness 4), so the Gretchin's Toughness of 3 is used for all models. If there are only two models (the Runtherd and a single Gretchin) when the rolls To Wound are made, the Ork's Toughness of 4 is used for both models.

THE WOUND POOL

Finally, total up the number of Wounds you have caused. Keep the dice that have scored Wounds and create a 'pool', where each dice represents a Wound. If there are Wounds with different Strengths, AP values or special rules, keep them separated into groups of Wounds in the pool. If all the Wounds are the same, the Wound pool will consist of only one group.

> 'Shall we lie down meekly as a lamb before the ravening wolf or shall we oppose such horrors as the galaxy will throw at us with proud contempt? Suffer not the beasts and abominations of other worlds to live in our Imperium!'
>
> *- Orthas Gregoran,*
> *Chief Demagogue of the Forlan Synod*

ALLOCATE WOUNDS & REMOVE CASUALTIES

To determine how many casualties are caused, you will need to allocate the Wounds caused and resolve any saving throws the target is allowed. For now, we're going to assume that all the models in the target unit have the same saving throw. If this is not the case, the method is slightly different, but we'll come to that later (see Mixed Saves below).

TAKE SAVING THROWS

First of all, the target unit gets to make one saving throw, if it has one (see page 16), for each Wound being resolved. Make a note of how many unsaved Wounds have been caused.

ALLOCATE UNSAVED WOUNDS & REMOVE CASUALTIES

Next, allocate an unsaved Wound to the enemy model closest to the firing unit. Reduce that model's Wounds by 1. If the model is reduced to 0 Wounds, remove it as a casualty. Continue allocating unsaved Wounds to the closest model until there are no more Wounds left, or the whole unit has been removed as casualties.

For example, a unit of Space Marines is partially in a forest when ambushed by shoota-wielding Orks. The forest grants a cover save of 5+ (see page 18), but their Armour Save of 3+ is better. Therefore, they all use their Armour Saves and roll all of them together. They fail three saves and so the three models closest to the Orks are allocated the Wounds and removed as casualties.

RANDOM ALLOCATION

At times, you will not be able to tell which model is closest. This usually happens when two or more models are equidistant from the shooting unit, but can also occur if the position of the attacker is unclear, such as with the Tyranid Mawloc's Terror From the Deep special rule, a Callidus Assassin's Polymorphine special rule or any attack said to use Random Allocation.

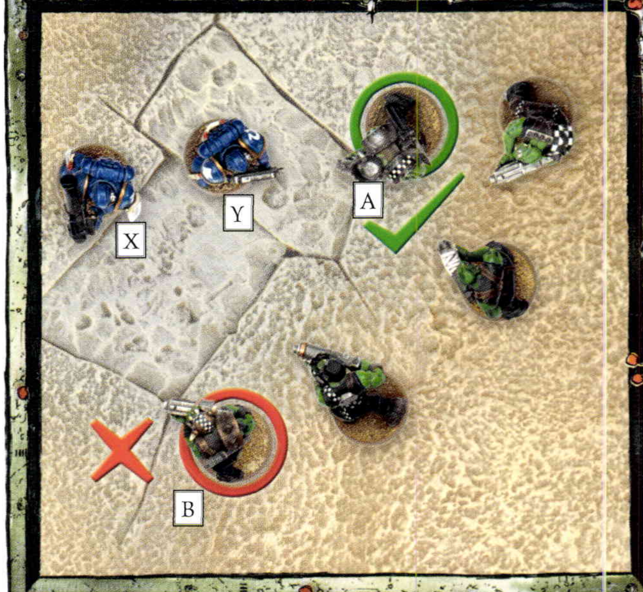
In these instances, randomly determine which model is treated as being the closest – that model remains the closest until the attack ends or the model is slain. If the model is slain and there are still Wounds left to allocate, simply randomise again if needs be. If two or more models are equidistant from a firing unit, randomise only between those equidistant models. Otherwise, randomise between all of the models in the target unit.

EMPTIED WOUND POOL

When the Wound pool is empty, the shooting attack has been completely resolved. You can begin your next shooting attack, or proceed to the Assault phase.

MIXED SAVES

If the target unit contains several different saving throws, you'll need to follow this process instead of the one presented above. This method is a little slower, but ensures every model gets full benefit of whatever saves it is entitled to.



ALLOCATING WOUNDS

In this example, two Space Marines are firing at a unit of Orks. Space Marine X has a missile launcher, whilst Space Marine Y has a boltgun. The first unsaved Wound is allocated to Ork A, as he is closest to the Space Marine unit, regardless of which weapon caused the Wound.

ALLOCATE WOUNDS

First, allocate a Wound from the Wound pool to the enemy model closest to the firing unit.

TAKE SAVES & REMOVE CASUALTIES

The model gets to make a saving throw, if it has one (see page 16). If it fails, reduce that model's Wounds by 1. If the model is reduced to 0 Wounds, remove it as a casualty.

Continue allocating Wounds to the closest model, taking saves and removing casualties until the Wound pool is empty, or all models in the unit have been removed as casualties.

EMPTIED WOUND POOL

When the Wound pool is empty, the shooting attack has been completely resolved. You can begin your next shooting attack, or proceed to the Assault phase.

MIXED WOUNDS

If, after rolling To Wound, the Wound pool contains groups of Wounds with different Strengths, AP values or special rules, then each of these groups is resolved separately, using the relevant method described above. You, as the shooting player, get to choose the order in which these groups are resolved. This allows you to place your shots where they'll do the most damage! Once one group of Wounds has been resolved, simply move on to the next until the Wound pool is empty.

OUT OF RANGE

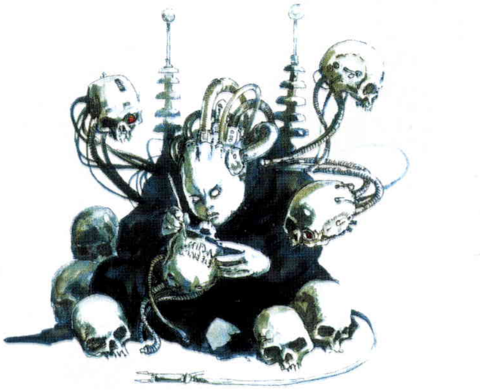
As long as a model was in range of the enemy when To Hit rolls were made, he is considered to be in range for the duration of the Shooting attack, even if the removal of casualties means that the closest model now lies out of range.

OUT OF SIGHT

If no models in the firing unit can see a particular model, then Wounds cannot be allocated to it, and must be instead allocated to the nearest visible model in the target unit. **If there are no visible models in the target unit, all remaining Wounds in the pool are lost and the shooting attack ends.**

INSTANT DEATH

Even though a creature might have multiple Wounds, there are plenty of weapons in the 41st Millennium that are powerful enough to kill it instantly. **If a model suffers an unsaved Wound from an Attack that has a Strength value of double its Toughness value or greater** (after modifiers), **it is reduced to 0 Wounds and removed as a casualty.** It can be imagined that the creature is vaporised, burned to ash, blasted limb from limb or otherwise mortally slain in a suitably graphic fashion.



Fast Dice

Even in units with mixed saves, it is not always necessary to allocate Wounds one at a time. You can instead allocate them in groups equal to however many models with the same, best save are nearest to the firing unit.

For example, a unit of 17 Ork Boyz (Armour Save 6+) including an Ork Nob with 'eavy armour (Armour Save 4+) comes under attack from a unit of Imperial Guard. They suffer a total of 8 Wounds from the massed lasgun fire. Rather than allocate Wounds one at a time, the Ork player sees that there are 6 Orks with the same save at the front of the unit, before getting to a different save for the Ork Nob. He then picks up and rolls 6 saving throws, fails 4 of them and removes the 4 nearest Orks. This leaves two Wounds in the Wound pool and two Orks before getting to the Ork Nob. Therefore, he rolls the final two saves, fails both and removes two more Orks.

Look Out, Sir

When a Wound (or unsaved Wound) is allocated to one of your characters, and there is another model from the same unit within 6", he's allowed a Look Out, Sir attempt. This represents the character ducking back further into the unit, holding a comrade in the line of fire, or being pushed aside by a selfless ally. If no model is in range, then you cannot make a Look Out, Sir attempt.

To make a Look Out, Sir attempt, roll a D6.

- On a roll of 3 or less, the Look Out, Sir attempt fails.
- On a roll of 4+, the Look Out, Sir attempt is successful. You must pick a model from the same unit within 6" and resolve the Wound against them instead. This can even be a model that is out of range or line of sight of the Shooting attack.

If the unit only consists of characters, a Look Out, Sir attempt can still be made, with one character within 6" taking the place of the erstwhile victim if the roll is passed. Only one Look Out, Sir attempt can be made per Wound allocated – once the Wound has been transferred (or not), no further attempts to reallocate it can be made.

Types of Saving Throws

Few warriors take to the battlefield without some form of protection, whether it is a suit of armour or an energy force field. Furthermore, the battlefield itself can also offer protection. All these forms of protection are represented by saving throws (sometimes called saves), as we'll now discuss.

ARMOUR SAVES

Most troops wear some sort of protective clothing or armour, even if it's only a helmet! Some creatures may have a form of natural protection, such as a chitinous exoskeletons or thick bony plates. If a model has an Armour Save characteristic of 6+ or better on its profile, it is allowed a further dice roll to see if the armour prevents the Wound. This is called an armour saving throw, or armour save, for short.

To take an armour save, roll a D6 and compare the results to the Armour Save characteristic of the model that has been allocated the Wound.

- If the dice result is equal to or higher than the model's Armour Save characteristic, the Wound is stopped.
- If the result is lower than the Armour Save value, the armour fails to protect its wearer and it suffers a Wound. This means that, unlike other characteristics, an Armour Save is better if it is a lower number.

For example, a Space Marine wearing power armour is hit and wounded. Power armour grants an armour save of 3+, so a D6 is rolled resulting in a score of 5. The damage is therefore saved, and the Space Marine is unharmed – the shot bounces off his power armour.

The following table shows how the minimum D6 score required varies between three types of armour:

Armour Type	Sv
Tyranid chitin	6+
Imperial Guard flak armour	5+
Space Marine power armour	3+

Armour Piercing Weapons

Some powerful weapons are quite capable of punching through even the thickest armour. This is shown by a weapon having an Armour Piercing characteristic, usually referred to as AP. Nearly all weapons have an Armour Piercing value. Some sample AP values for different weapons are shown below:

Weapon	AP
Boltgun	5
Heavy bolter	4
Lascannon	2

The AP rating indicates the Armour Save the weapon can ignore – so lower means more powerful. A weapon shown as 'AP –' has no Armour Piercing value and will never ignore a target's Armour Save.

- If the weapon's Armour Piercing value is equal to or lower than the model's Armour Save, then it is sufficiently powerful to punch straight through the armour; the target gets no armour save at all. The armour is ineffective against the shot.

- If the weapon's Armour Piercing value is higher than the armour, the target can take his save as normal.

For example, a boltgun (AP 5) *can pierce Armour Saves of* 5+ *or* 6+. A *heavy bolter* (AP 4) *can pierce Armour Saves of* 4+, 5+ *or* 6+.

INVULNERABLE SAVES

Some warriors are protected by more than mere physical armour. They may be shielded by force fields, enveloped in mystical energies or have a metabolism that can shrug off hits that would put holes in a battle tank. Models with wargear or abilities like these are allowed an invulnerable saving throw.

Invulnerable saves are different to armour saves because they may always be taken whenever the model suffers a Wound – the Armour Piercing value of attacking weapons has no effect. Even if a Wound ignores all armour saves, an invulnerable saving throw can still be taken.

COVER SAVES

Often, you'll find enemy models are partially hidden or obscured by terrain, also known as being in cover. Cover shields troops against flying debris and enemy shots, enabling them to get their heads down or crawl amongst the ruins and (hopefully) avoid harm. Where this is the case, the model will be entitled to a cover save. **Cover saving throws are not affected by the AP value of an attacking weapon**, so units in cover get a saving throw regardless of what's firing at them.

Determining Cover Saves

If, when you come to allocate a Wound, the target model's body (as defined on page 8) is at least 25% obscured from the point of view of at least one firer, Wounds allocated to that model receive a cover save.

Types of Cover Saves

The type of cover save a model receives depends on exactly what he is sheltering behind. For example, a soft obstacle (like a bloodthorn hedge) that would hide soldiers behind it, but would not even slow down enemy shots, confers a 6+ cover save. Purpose-built fortifications confer a 3+ cover save and most other things confer a 4+ or 5+ cover save.

Go to Ground

If warriors come under heavy fire, they may decide to keep their heads down to try to stay alive a little longer while they wait for extraction or reinforcements. After the enemy has rolled To Hit and To Wound against any of your units, but before any saves are made or Wounds allocated, you can declare that the unit is going to ground. To represent this, place a suitable marker next to the unit as a reminder.

- Models in a unit that has gone to ground immediately receive +1 to their cover saving throws.
- Models that are not currently in a position that would give them a cover save can still Go to Ground by diving to the floor (or some other evasion technique) and receive a 6+ cover save.

A unit that has gone to ground cannot move, Run or charge. It can only fire Snap Shots when it wishes to shoot, and can fire Overwatch. At the end of its following turn, the unit returns to normal, the marker is removed and the unit is free to act as normal from then on.

Whilst it has gone to ground, a unit reacts normally if affected by enemy actions (for example, it takes Morale checks as normal). If the unit is forced to move, for example they have to Fall Back, it returns to normal immediately – remove the marker. If assaulted, the unit will fight as usual, but because they are not set to receive the enemy charge, enemy units do not receive the Initiative penalty for assaulting a unit in difficult terrain (see page 22). If a unit goes to ground from Overwatch fire (see page 21), then the charge automatically fails.

Further examples can be found in the Cover chart below and in the Battlefield Terrain section (see page 90).

Cover Chart

Cover Type	Save
Razor wire	6+
Forests and area terrain	5+
Ruins, ruined fortifications and trenches	4+
Fortifications	3+

Before deploying their armies, it is a very good idea for players to go through all the terrain pieces on the battlefield quickly and agree what kind of cover each will offer.

Intervening Models

If a target is partially hidden from the firer's view by models from a third unit (models not from the firer's unit, or from the target unit), **it receives a 5+ cover save** in the same way as if it was behind terrain. Similarly, if a model fires through the gaps between models in an intervening unit, the target is in cover, even if it is completely visible to the firer. Note that this does not apply if the shots go over the unit rather than through it.

This does not mean that intervening models literally stop the shots, but rather that they obscure the target and spoil the firer's aim. A successful cover save in this case might mean that the firer has not shot at all, missing the fleeting moment when the target was in its sights. This is because, in the case of intervening friends, the firer would be afraid of hitting his comrades, while in the case of intervening enemies, the firer is distracted by the more immediate threat.

Scenic rocks and other decorative elements that players might have placed on the bases of their models are always ignored from the point of view of determining cover. You cannot take your cover with you!

Note the exception that, in the same way as they can trace line of sight through members of their own unit, **models can always shoot through members of their own unit without conferring or receiving a cover save.**

Focus Fire

Sometimes, a target unit will only be partially in cover, with some of its models in cover and some not. In this case, you have a choice: your unit can either shoot at the squad as a whole, or you can declare that they will **Focus Fire** on the enemies who are less hidden. **If you choose to Focus Fire, you must state your intention before making any rolls To Hit.**

If you choose to Focus Fire, choose a cover save value. This can be between 2+ and 6+. **Your opponent can only allocate Wounds to models with a cover save equal to or worse** (i.e a higher value) **than the value stated.**

Alternatively, you can declare Focus Fire against models with no cover save. *For example, if you declare that you will Focus Fire on cover saves of 4+, Wounds can only be allocated to models with a cover save of 4+, 5+, 6+ or no cover save at all.*

In order to fire, a model must be in range of an enemy that can have a Wound allocated to it. A blast marker must be centred over a model that can have a Wound allocated to it (but causes a number of hits equal to the number of models underneath it, regardless of whether or not they can have Wounds allocated to them, see page 33). Note that you work out which models in the target unit can have Wounds allocated to them at the time the Focus Fire is declared. If the unit subsequently chooses to Go to Ground, this will not alter which models can have Wounds allocated to them even though their cover save has changed.

For example, if you declare that you will Focus Fire on models with no cover save, Wounds can only be allocated to models with no cover save. If the target then chooses to Go to Ground, then Wounds can still be allocated to the models that had no cover save when the Focus Fire was declared even though they now have a cover save.

This is a good way of causing casualties, but means you have no chance at all of killing the models with better cover than those you have focused on. Wounds caused by Focus Fire must still follow the normal allocation order. You ignore the models whose cover saves are better than what you've focused on.

MODELS WITH MORE THAN ONE SAVE

Sometimes, a model will have a normal armour save and a separate invulnerable save – a good example is a Space Marine Captain who is protected by both power armour and a force field from his Iron Halo. As if this wasn't enough, the model might be in cover as well. In these cases, **a model only ever gets to make one saving throw, but it has the advantage of always using the best available save.**

For example, if the Captain described above was standing in a fortified building and was wounded by an AP3 weapon, his power armour would be of no use, as the shot's AP is a number equal to or lower than that of his armour save. The force field grants a 4+ invulnerable save. However, the fortified building grants a 3+ cover save. Neither of these saves is affected by the AP of the weapon, so the Captain uses the cover save to give him the best chance of surviving.

If a model can benefit from different types of cover, for example, being behind a bloodthorn hedge (6+ cover save) and a barricade (4+), the model uses the best cover save available (in this case 4+).

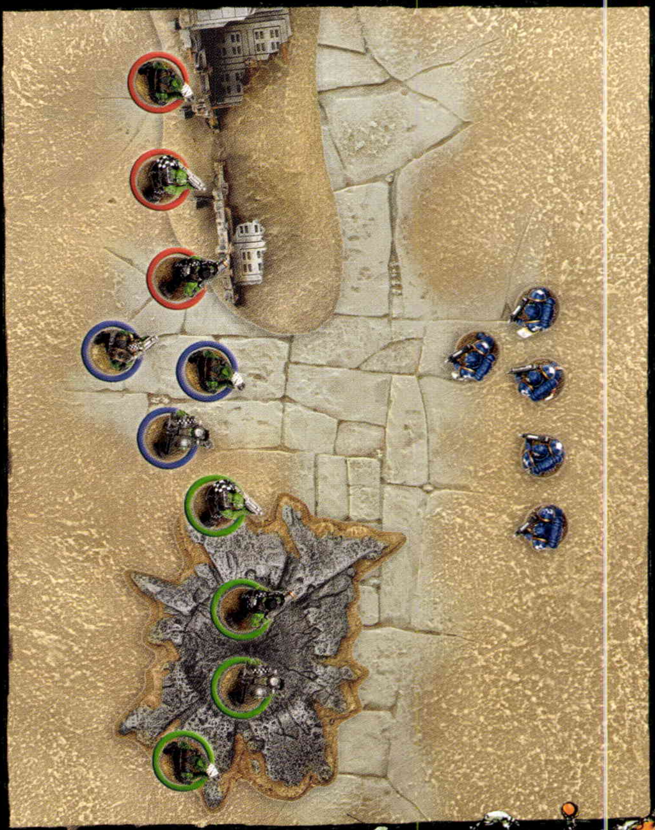
MAXIMUM SAVE

Some models gain additional benefits from rules that may increase any of their saves by +1 or +2 or even more. However, **no save (armour, cover or invulnerable) can ever be improved beyond 2+**. Regardless of what is giving the model its save, a roll of 1 always fails.

UNITS IN COVER

The Space Marine Squad has chosen to fire at the Ork Mob ahead of them. The Ork Mob is spread out with some models in cover and some out in the open. A quick check shows that 3 Orks (circled in red) have a 4+ cover save from at least one model in the firing unit from being behind a ruin. 3 Orks (circled in blue) have no cover save from any model in the firing unit, as they are in the open, and 4 Orks (circled in green) have a 5+ cover save from at least one model in the firing unit thanks to the area terrain (see page 91) they are in.

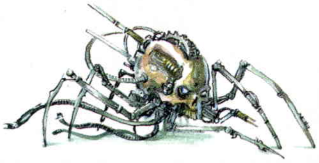
Therefore the Space Marines can choose to either Focus Fire against models with no cover save (and only be able to kill the 3 Orks in the open), Focus Fire '5+' (and be able to kill the 3 Orks in the open and the 4 Orks in the crater) or they can choose to not Focus Fire and take their chances targeting the entire unit.



THE ASSAULT PHASE

'There is no peace amongst the stars, only an eternity of carnage
and slaughter and the laughter of thirsting gods.'

While firepower alone may be enough to drive an enemy back from open ground or lightly held positions, shifting a determined foe from a fortified bunker or ruined settlement will need more direct measures. In an assault, troops storm forwards into a furious close combat, screaming their battle cries, eager to strike at their foes with shrieking chainswords, glittering power weapons (and not a few gun butts, knives and desperate fists).



ASSAULT PHASE SUMMARY

The Assault phase is split into two sub-phases: the **Charge sub-phase** and the **Fight sub-phase**.

CHARGE SUB-PHASE

In the Charge sub-phase, you declare charges and your models move into close combat. Close combat is where two units from opposing armies are in base contact with each other. If there are more than two units, it is called a multiple combat and discussed on page 27.

1. **Declare Charge.**

2. **Resolve Overwatch.**

3. **Roll Charge Range** (2D6" unless otherwise stated).

4. **Charge Move.**

5. **Declare Next Charge or Finish Charge Sub-phase.**

FIGHT SUB-PHASE

The Fight sub-phase is when models from both sides make their melee attacks.

1. **Choose a Combat.**

2. **Fight Close Combat.**

3. **Determine Assault Results.**

4. **Repeat Fight Sub-phase or Finish Assault Phase.**

CHARGE SUB-PHASE

It's time for your warriors to hurl themselves into close combat and carry the day through bitter melee.

To resolve a charge, use the following procedure:

- First, pick one of your units, and declare which enemy unit it wishes to charge.
- Then, the target enemy unit gets to make a special kind of Shooting attack called Overwatch (see opposite).
- Once Overwatch is resolved, roll the charge distance for the unit and, if it is in range, move it into contact with the enemy unit – this is sometimes called 'launching an assault'.

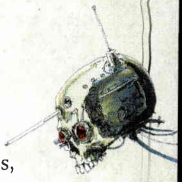
Once this has been done, you can either choose to declare a charge with another unit, or proceed to the Fight sub-phase.

DECLARE CHARGE

Choose a unit in your army that is declaring a charge and nominate the enemy unit(s) it is attempting to charge. **A unit can never declare a charge against a unit that it cannot reach, nor can it declare a charge against a unit that it cannot see.** This means that a charge can usually only be declared on a unit up to 12" away (the maximum charge range for most models, as we'll discover later).

Some units are disallowed from charging. Common reasons a unit is not allowed to declare a charge include:

- The unit is already locked in close combat (see page 23).
- The unit ran in the Shooting phase (see page 14).
- The unit has gone to ground (see page 18).
- The unit shot Rapid Fire weapons, Salvo weapons, Ordnance weapons or Heavy weapons in the Shooting phase (see pages 51-52). This even applies if Snap Shots were made with these weapons.
- The unit is falling back (see page 30).



In addition to the above, **a unit that fired in the Shooting phase can only charge the unit that it targeted during that turn's Shooting phase.**

You cannot see the horrors that lurk in the night but be assured that they are there, waiting to pounce when our guard is down. Be vigilant! Trust your wargear! Have faith in your Master! Let your armour be hate!

RESOLVE OVERWATCH

Few warriors sit idly by when an enemy horde descends upon them, but let fly with every weapon at their command. Though such shots are often inaccurate (there's not much time to aim, and there's something distinctly off-putting about the onset of a bellowing foe), each has a chance of felling an enemy and altering the balance of the ensuing melee before it even begins. In fact, a particularly lucky burst of Overwatch fire can rob a charge of so much momentum that it comes to a stumbling halt!

As soon as a charge has been declared against one of your units, that unit can immediately fire Overwatch at the would-be attacker – it doesn't have to, but it's often a good idea.

An Overwatch attack is resolved like a normal shooting attack (albeit one resolved in the enemy's Assault phase) and uses all the normal rules for range, line of sight, cover saves and so on. Unlike a normal shooting attack, **Overwatch cannot cause Morale checks or Pinning tests. Any shots fired as Overwatch can only be fired as Snap Shots** (see page 13 for more on Snap Shots). Therefore, weapons and models that cannot fire Snap Shots cannot fire Overwatch.

Overwatch Restrictions

It's worth pointing out that units that are locked in close combat cannot fire Overwatch – we can assume that other events have their full attention. Also note that **a unit being charged may only fire Overwatch once per turn**.

ROLL CHARGE RANGE

Once all Overwatch shots have been resolved, the controller of the charging unit rolls to determine his unit's charge distance. There are myriad factors that can speed or slow a charging unit as it launches itself forward.

Roll 2D6. This is your charge range – the number of inches your assaulting unit can charge. This total is important, so remember it. If a unit has models that roll differently for their charge range, the whole unit must charge at the speed of the slowest model.

CHARGE MOVE

The charging unit now moves into close combat with the unit(s) it has declared a charge against – this is called a charge move.

Moving Charging Models

Charging units must attempt to engage as many opposing models in the enemy unit as possible with as many of their models as possible – no holding back or trying to avoid terrain!

All of the **models in a charging unit make their charge move** – up to the 2D6 distance you rolled earlier – **following the same rules as in the Movement phase, with the exception that they can be moved within 1" of enemy models.** Charging models still cannot move through friendly or enemy models, cannot pass through gaps narrower than their base, and cannot move into base contact with enemy models from a unit they are not charging.

Move Initial Charger

Start each charge by moving the initial charger from the charging unit. **The initial charger is always the model nearest to the enemy** (as measured by the shortest possible route, going around impassable terrain, friendly models and enemy models in other units).

Move the initial charger into contact with the nearest enemy model in the unit being charged, using the shortest possible route. Roll for dangerous terrain if necessary, and if the model is killed by a Dangerous Terrain test (see page 90), choose a new initial charger and try again.

After moving the first model in the unit, you can move the others in any sequence you desire, providing you abide by the following conditions:

- A charging model must end its charge move in unit coherency with another model in its own unit that has already moved.
- If possible, a charging model must move into base contact with an enemy model within reach that is not already in base contact with another charging model. If there are no such enemy models in reach, the model must move into base contact with an enemy model that is already in base contact with a charging model.
- If a charging model cannot reach any enemy models, it must try to move within 2" of one of its own unit's models that is already in base contact with an enemy. If this is impossible, it must simply stay in coherency.

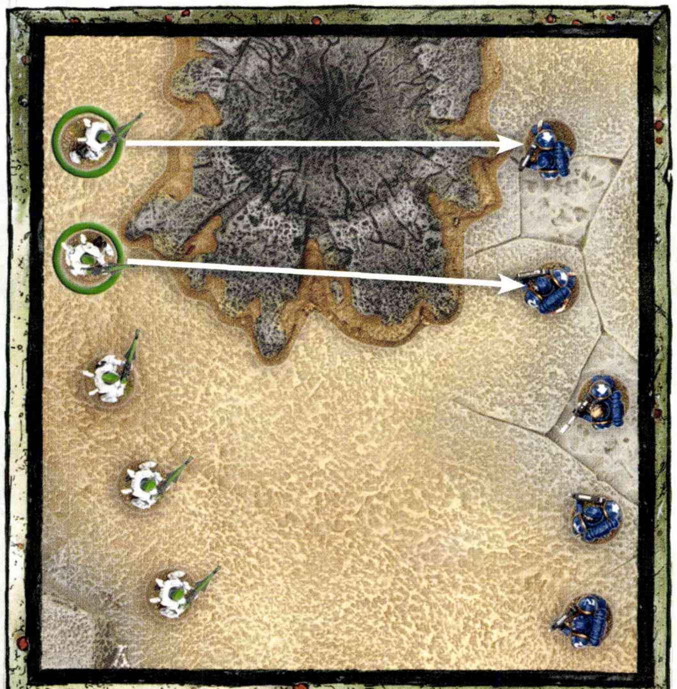
If you follow this sequence, you will end up with all the models in the charging unit in unit coherency, having engaged as many enemy models as possible with as many charging models as possible.

Charging Through Difficult Terrain

If, when charging, one or more models have to move through difficult terrain, the unit must make a Difficult Terrain test (see page 90). However, to represent the uneven pace of a charge, the unit rolls 3D6, rather than 2D6, and uses the two lowest results as its charge range.

For example, Phalanx 10001111, a unit of Necron Warriors, is charging through a forest. They roll 3D6, resulting in 2, 4 and 6. The 6 is discarded, and the remaining dice are added together for a total charge range of 6" (2+4).

Warriors who charge through difficult terrain are subject to deadly salvoes of close range fire and must advance more cautiously. To represent this, **if at least one model in the charging unit moved through difficult terrain as part of its charge move, all of the unit's models must attack at Initiative step 1,** regardless of other Initiative modifiers. Remember that charging models must engage as many enemies in the target unit as possible.



Charging Through Terrain

The Eldar Guardian unit on the left has declared a charge against the Space Marine unit on the right. As they must attempt to engage as many enemy models as possible, two of the Guardians (circled in green) must move through a crater. This means the whole unit counts as charging through difficult terrain. They must roll 3D6, discarding the highest, when determining their charge range. In addition, if their charge is successful, all of the Guardians will strike at Initiative 1 as they have charged through difficult terrain. This only affects their Initiative step in the phase they charge through difficult terrain this turn.

Charging Through Dangerous Terrain

If, when charging, any model in a charging unit goes through dangerous terrain, that model must immediately take a Dangerous Terrain test (see page 90).

Failed Charge

If the initial charger is found to be further than its charge range from the enemy, the charge fails and no models are moved.

DECLARE NEXT CHARGE

Once all the models in a charging unit have moved, the player can choose another unit and declare another charge if he wishes.

ENDING THE CHARGE SUB-PHASE

Once you have launched all of the charges you wish to, the Charge sub-phase is ended. Move on to the Fight sub-phase.

Fight Sub-phase

With all the assaults launched, it's time to strike blows! How effective creatures are in close combat depends almost entirely on their physical characteristics – how fast, strong, tough and ferocious they are. In close combat, armour remains useful for warding off your enemies' attacks, but ranged weapons become a secondary consideration – the best gun in the galaxy won't save you if your opponent is bashing your brains out with a rock!

CHOOSE A COMBAT

There may be several separate assaults being fought at the same time in different parts of the battlefield. If this is the case, **the player whose turn it is chooses the order to resolve the combats, completing each combat before moving on to the next one,** and so on until all combats are resolved.

FIGHT CLOSE COMBAT

In close combat, both players' models fight. Attacks in close combat work like shots in shooting – each Attack that hits has a chance to wound. The wounded model gets a chance to save, and if it fails, is (generally) removed as a casualty. How many blows are struck and who strikes first is detailed later.

Initiative Steps

In close combat, slow, lumbering opponents can often be dispatched quickly by faster and more agile foes. However, many ponderous opponents are tough enough to withstand a vicious pummelling and keep coming back for more. To represent this, a model's Initiative determines when he attacks in close combat. **Work your way through the Initiative values of the models engaged in the combat, starting with the highest and ending with the lowest.** This means that each combat will have ten Initiative steps, starting at Initiative 10 and working down to Initiative 1. You'll rarely have models fighting at all of the Initiative steps, so just skip any that don't apply. Remember that models that charged through difficult terrain fight at Initiative step 1.

START OF INITIATIVE STEP PILE IN

At the start of each Initiative step, any model whose Initiative is equal to the value of the current Initiative step, that isn't already in base contact with an enemy model, must make a Pile In move. **A Pile In move is a 3" move** that is performed in the following order:

- First, any models Pile In if this will bring them into base contact with an enemy.
- Second, any models Pile In if this will bring them to within 2" of a friendly model in base contact with an enemy.
- Any remaining models that are not in base contact with one or more enemy models and have yet to Pile In must now do so, and must attempt to get as close as possible to one or more of the enemy units locked in this combat.

These moves follow the same rules as moving charging models, except that they are not slowed by difficult terrain (though it may still trigger Dangerous Terrain tests). Also, a Pile In move cannot be used to contact units that are not already involved in the assault.

When making Pile In moves, the player whose turn it is moves his unit(s) first. If both players' Pile In moves combined would be insufficient to bring any combatants back together (that's more than 6" – very unlikely!), the assault comes to an end. All remaining Initiative steps are lost – work out the assault result as described on page 26.

WHO CAN FIGHT?

Units that have one or more models in base contact with enemies are locked in combat. While a unit is locked in combat, it may only make Pile In moves and cannot otherwise move or shoot. At the start of each Initiative step, you must work out whether or not a model locked in combat is also engaged, as described below.

A model is engaged in combat, and must fight if:

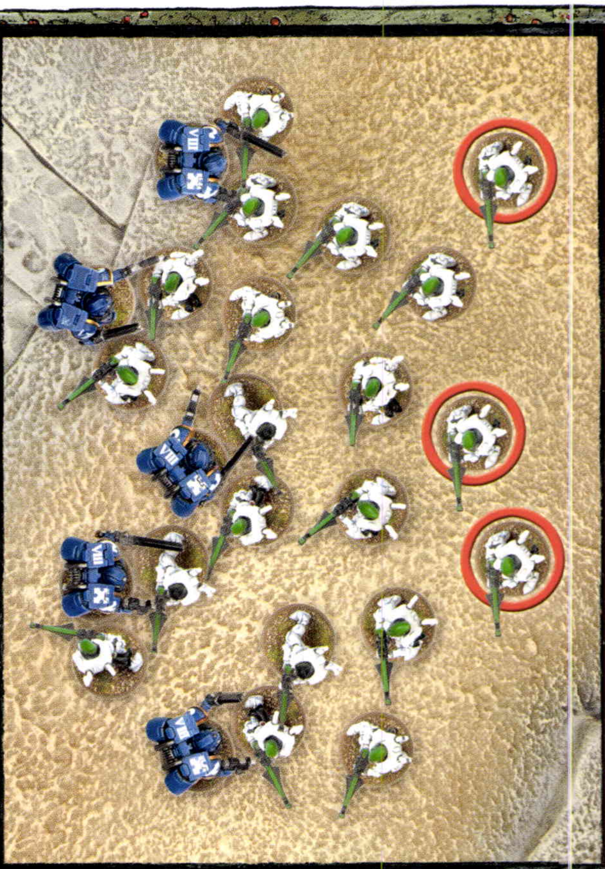
- During its Initiative step, it is in base contact with one or more enemy models.
- During its Initiative step, it is within 2" of a friendly model in base contact with one or more enemy models in the same combat.

Models make their attacks when their Initiative step is reached, assuming they haven't already been killed by a model with a higher Initiative! If both sides have models with the same Initiative, their attacks are made simultaneously. Note that certain situations, abilities and weapons can modify a model's Initiative.

For example, Space Marine Tactical Squad Adrax consists of Sergeant Adrax and 4 Space Marines (Initiative 4). Sergeant Adrax has a power fist (the Unwieldy special rule of which causes him to attack at Initiative step 1). Squad Adrax charges Gnashrag's Choppas, a mob of 10 Orks (Initiative 2). The Space Marines strike first at Initiative step 4, followed by the Orks at Initiative step 2, then Sergeant Adrax strikes with his power fist last at Initiative step 1.

Unengaged Models

Unengaged models cannot attack in close combat – they're too far from the crush of battle.



WHO CAN FIGHT?

All of the Guardians in base contact with a Space Marine, as well the ones within 2" of a Guardian that is in base contact with a Space Marine, are engaged and can therefore attack. The remaining Guardians (circled in red) cannot attack.

NUMBER OF ATTACKS

When their Initiative step is reached, models with that Initiative who are still alive must attack.

Each engaged model makes a number of Attacks (A) as indicated on its characteristics profile, plus the following bonus Attacks:

- **+1 Charge Bonus:** Engaged models that charged this turn get +1 Attack this turn. Remember that models in units that made a disordered charge (see page 27) do not get this bonus.
- **+1 Two Weapons:** Engaged models with two single-handed weapons (often a Melee weapon and/or pistol in each hand) get +1 Attack. Models with more than two weapons gain no additional benefit; you only get one extra Attack, even if you have four arms and a sword in each.
- **Other bonuses:** Models may have other special rules and wargear that confer extra Attacks.

For example, a unit of five Space Marines with bolters roll five dice for their Attacks in close combat. If they were charging, however, they would roll ten dice (1 Attack on their profile +1 for charging = 2 each).

Alternatively, a unit of five Orks with two Melee weapons rolls fifteen dice (2 Attacks on their profile +1 for two weapons = 3 each). If they were charging, however, they would roll twenty (2 Attacks on their profile +1 for assaulting +1 for two weapons = 4 each!).

ROLLING TO HIT

To determine whether hits are scored, roll a D6 for each Attack a model gets to make and compare the WS of the attacking model with the WS of the target unit. Then, consult the To Hit chart on this page to find the minimum result needed on a D6 To Hit.

It is worth explaining the mechanic behind the chart: if the target's WS is lower than the attacker's, he is hit on 3+; if the target's WS is equal or up to twice as high as the attacker's, he is hit on 4+; and if it is more than twice as high, he hits on 5+.

Where the same roll To Hit is needed, the dice should be rolled together (use different coloured dice for Attacks with different Strengths, AP etc.), as this speeds up the game. In the previous example, the Ork player therefore rolls all twenty dice at once.

Units With Different Weapon Skills

A few units contain models with different Weapon Skills. **Whilst each model in such a unit rolls To Hit using its own Weapon Skill, Attacks made against such a unit are resolved using the Weapon Skill of the majority of the engaged enemy models.** If two or more Weapon Skill values are tied for majority, use the highest of those tied values.

TO HIT CHART

	Target's Weapon Skill									
Attacker's Weapon Skill	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

Through the destruction of our enemies we earn our salvation.

For example, a mob of 20 Gretchin (Weapon Skill 2) led by an Ork Runtherd (Weapon Skill 4) are all engaged in a combat. Since the Gretchin are in the majority, Attacks against the unit are resolved using their Weapon Skill of 2 – the Runtherd can't prevent the Gretchin getting hit.

When the models attack, they calculate their own results required To Hit based on their individual Weapon Skills. So, when the Gretchin and Runtherd attack their enemies, the Gretchin will hit based on a comparison of their Weapon Skill 2 and the enemy's Weapon Skill, while the Runtherd will compare his Weapon Skill 4 with the enemy's.

ROLLING TO WOUND

Not all of the Attacks that hit will harm the enemy – they may merely graze or inflict a flesh wound. As with shooting, once you have scored a hit with an Attack, you must roll a D6 for each successful hit to see if you cause a Wound and damage your foe.

Consult the chart on the next page, cross-referencing the attacker's Strength characteristic with the defender's Toughness. The chart indicates the minimum result on a D6 roll required to inflict a Wound, and is just like the one in

To Wound Chart

Target's Toughness

Attacker's or Weapon's Strength	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Though we may know the bitter tears of defeat,
we trust in the Emperor's victory.

the Shooting phase section. A '–' indicates that the target cannot be Wounded by the Attack. In most cases, when rolling To Wound in close combat, you use the Strength on the attacker's profile regardless of what weapon he is using. There are some Melee weapons that give the attacker a Strength bonus, and this is explained later in the Weapons section (see page 50).

For example, in a unit containing Gretchin and an Ork Runtherd, the Gretchin's Attacks are made with their puny Strength of 2, but the Runtherd's Attacks use his Strength of 3.

Remember to use different coloured dice or otherwise distinguish between the Wounds that have different special rules attached to them (like those inflicting Instant Death or those that ignore Armour Saves), as you would do in the Shooting phase.

Multiple Toughness Values

Quite rarely, a unit will contain models that have different Toughness characteristics. When this occurs, roll To Wound using the Toughness value of the majority of the engaged foe. If two or more Toughness values are tied for majority, use the highest of those tied values.

For example, the Court of Krusabael the Black, a Dark Eldar Archon (Toughness 3), consists not only of Krusabael, but three Sslyth (Toughness 5) and two Ur-Ghuls (Toughness 3). You would therefore use the Toughness 5. If the unit was joined by the Haemonculus, Rhiktus Krin (Toughness 4), you'd still use the Sslyths' Toughness 5.

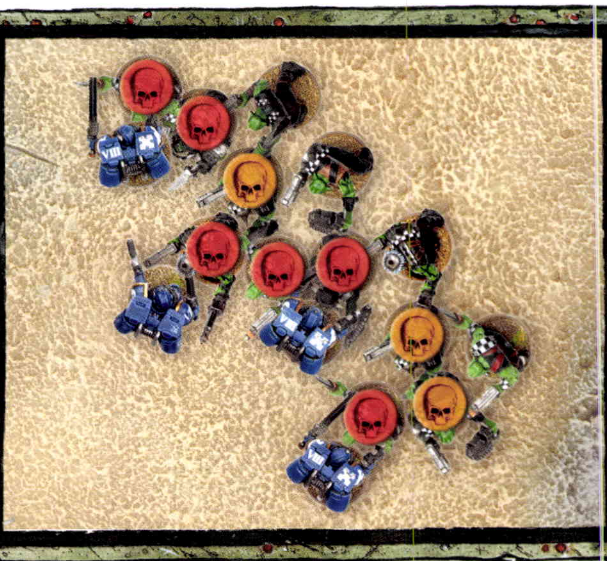
Allocating Wounds

After determining the number of Wounds inflicted against a unit at a particular Initiative step, Wounds are allocated, saves taken and casualties removed. **Wounds are allocated and resolved starting with the closest model, just like in the Shooting phase.** However, as you'll often have many models in base contact with the enemy, there will be many models tied for the privilege of dying first.

To resolve casualty removal, allocate each Wound as follows:

- A Wound must be allocated to an enemy model in base contact with a model attacking at that Initiative step. If there is more than one eligible candidate, the player controlling the models being attacked chooses which model it is allocated to. Roll the model's saving throw (if it has one) and remove the casualty (if necessary).
- If there are no enemy models in base contact with a model attacking at that Initiative step, the Wound is allocated to the next closest enemy model. If several enemy models are the same distance away, then their controlling player chooses which is allocated the Wound, as above.

Once a model has a Wound allocated to it, you must continue to allocate Wounds to it until it is either removed as a casualty or the Wound pool is empty. Note that it is possible for all of the models in the target unit to be hit, wounded and killed, including those that are not engaged. You can speed up this process by allocating Wounds in groups (see Fast Dice, page 16).



Allocating Wounds

The four Assault Marines' Attacks cause 9 Wounds. Wounds must first be allocated amongst the Orks in base contact with the Assault Marines (red). Once all of the Orks in base contact have been removed as casualties, the remaining Wounds are allocated to the Orks closest to the Assault Marines (orange).

Cover Saves

Models do not get cover saves against any Wounds suffered from close combat attacks, and for obvious reasons, cannot Go to Ground – there's no where to hide!

Armour Saving Throws

Models can take armour saves to prevent Wounds caused in close combat – provided that their armour is good enough, of course! As in the Shooting phase, if the Wound is caused by a weapon with an AP that ignores the wounded model's Armour Save, then the save cannot be taken (see page 17).

Invulnerable Saves

An invulnerable save can be made, if it is the best save available. It can even be made if a model is not permitted to take an armour save (because the AP of the Attack negates it or the rules for a weapon or Attack states that no armour save is allowed).

Dead Before Striking

If a model becomes a casualty before its Initiative step, it cannot strike back. When striking blows simultaneously, you may find it more convenient to resolve one side's Attacks and simply turn the dead models around to remind you that they have yet to attack back.

Fight Next Initiative Step

Fight the next Initiative step as previously described until all of the Initiative steps have been completed (remember to skip Initiative steps which have no models in them).

Look Out, Sir

As with shooting attacks, if a character has a Wound allocated to him, and there is another model from the same unit within 6", he's allowed a Look Out, Sir attempt. To make a Look Out, Sir attempt, roll a D6. On a roll of 3 or less, the Look Out, Sir attempt fails. On a score of 4+, the Look Out, Sir attempt is successful. Pick a model in the unit within 6" and resolve the Wound against them. If no model is in range, then you cannot attempt a Look Out, Sir roll.

If the unit only consists of characters, a Look Out, Sir attempt can still be made, with one character within 6" taking the place of the erstwhile victim if the attempt is successful. Only one Look Out, Sir roll can be taken per Wound allocated – once the Wound has been transferred (or not), no further attempts to reallocate it can be made.

DETERMINE ASSAULT RESULTS

Assaults are usually decisive; one side or the other quickly gains the upper hand and forces their foe back. Good Leadership can keep a side in the fight, but the casualties that each side inflicts are usually the most telling factor.

To decide who has won the combat, total up the number of unsaved Wounds inflicted by each side onto their opponents. This includes all Wounds caused during the Fight sub-phase, whether from conventional Attacks, psychic powers, the Hammer of Wrath special rule, or other factors. **The side that caused the most Wounds is the winner. The losing unit must make a Morale check and Falls Back if it fails** (see page 30). If both sides suffer the same number of Wounds, the combat is drawn and continues next turn. Of course, if one side destroys the enemy completely, it wins automatically, even if it sustained more casualties!

Note that Wounds that have been negated by saving throws or special rules do not count towards determining who won the combat. Neither do Wounds in excess of a model's Wounds characteristic; **only the Wounds actually suffered by enemy models count** (including all of the Wounds lost by models that have suffered Instant Death – see page 16).

In rare cases, certain models can cause Wounds on themselves or their friends – obviously, these Wounds are added to the other side's total for working out who has won.

Check Morale

Units that lose a close combat must make a Morale check to hold their ground, with a penalty depending on how severe the defeat was (see page 29).

- If they pass, the unit fights on – the combat is effectively drawn and no further account is made of the unit's defeat.
- If the unit fails, they abandon the fight and Fall Back. Morale checks and falling back are covered in the Morale section on page 29.

Our Weapons Are Useless

If a unit is locked in combat with an enemy it cannot hurt, it can choose to automatically fail its Morale check for losing a combat. This can be a risky tactic, but sometimes worthwhile.

Sweeping Advances

When a unit falls back from combat, the victors make a Sweeping Advance, attempting to cut down their fleeing foes.

When a Sweeping Advance is performed, both the unit falling back and the winning unit roll a D6 and add their unmodified Initiative to the result. In a unit with mixed Initiative characteristics, use the highest – we can assume the quicker-witted individuals in the unit guide the others.

The units then compare their totals.

- **If the winner's total (Initiative + dice roll) is equal to or greater than the foe's, the falling back unit is caught by the Sweeping Advance and destroyed.** We assume that the already demoralised foe is comprehensively scattered, ripped apart or otherwise sent packing so demoralised that they won't return; its members are left either dead, wounded and captured, or at best, fleeing and hiding. The destroyed unit is immediately removed as casualties. Unless otherwise specified, no save or other special rule can rescue the unit at this stage; for them the battle is over.

- **If the falling back unit's total is higher, they break off from the combat successfully. Make a Fall Back move for the losing unit** (see page 30). The winners can then Consolidate as detailed below.

Disallowed Sweeping Advances

If a victorious unit is still locked in combat with other units that are not falling back, it does not get a chance to execute a Sweeping Advance and the retreating enemy automatically makes their Fall Back move safely.

Some troops, as detailed in their special rules, are not permitted to make Sweeping Advances – when a victorious unit contains one or more models that are not allowed to make a Sweeping Advance, the enemy always manage to disengage safely – there is no need to roll.

End of Combat Pile In

After the combat has been resolved, it can happen that some models from units that did not Fall Back are not in base contact with an enemy. These models must make a Pile In move, starting with the side whose turn it is. This is treated exactly like a start of Initiative step Pile In, as found on page 23.

Consolidation

At the end of a combat, if a unit's opponents are all either destroyed or falling back or the end of combat Pile In was insufficient, so that the units are no longer locked in combat with each other, they may Consolidate. **Consolidating models move up to D6" in any direction** as the sudden victory may leave the warriors raring to storm onwards or flat-footed and dumbfounded, according to the vagaries of fate.

Units making a Consolidation move are not slowed by difficult terrain but do trigger Dangerous Terrain tests where appropriate. A Consolidation move may not be used to move into base contact with enemy models, as this can only be done with a charge move. Consolidating models must therefore stop 1" away from all enemy models, including any that might have just fallen back from the combat that the consolidating unit has fought in.

Multiple Combats

Combats that involve more than two units are called multiple combats (see the diagram on page 28 for an example). Because of the extra complexity, they need some additional rules.

CHARGE SUB-PHASE

Sometimes, you'll find it advantageous to have one of your units charge two or more enemy units. This allows you to tie up more enemy warriors in close combat, however, such a tactic is not without its risks.

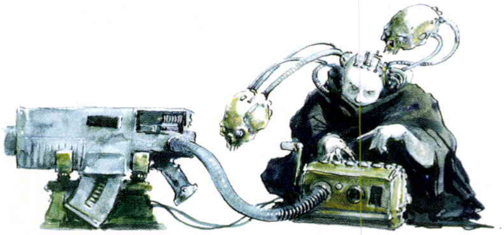
Declare Charge

We break a multiple charge declaration into two different categories: the primary target, and secondary targets.

Primary and Secondary Targets

The primary target is the charging unit's main target. If the charging unit shot in the Shooting phase, it can only declare a charge if its primary target is the unit it targeted.

Secondary targets are other targets of opportunity that you think the charging unit can engage at the same time as the primary assault. Remember that a unit cannot declare a charge against a unit it cannot reach or cannot see, and all targets being charged by the unit must be declared at the same time.



Disordered Charge

If a unit declares that it is charging multiple units, its charge is disordered. **A unit making a disordered charge does not gain the +1 Charge Bonus to its number of Attacks usually gained from a charge.**

Resolve Multiple Overwatch

If a unit declares a charge against two or more target units, all of the target units can fire Overwatch! Resolve each unit's Overwatch shots separately in an order determined by the target units' controlling player.

Roll Charge Range

Roll your charge range just as you would for a normal charge.

Charge Move

As we now have primary and secondary targets, resolving charge moves need a little more clarification.

Move Initial Charger

Once Overwatch is resolved, find the initial charger for the primary assault (the model in the charging unit closest to the primary target) and attempt to move it into base contact with the primary target, just as you would against a single target. If his charge fails, the charging unit doesn't move at all.

If the initial charger successfully moves into base contact with the primary target, remaining models can charge models belonging to either the primary or secondary target units, as long as they follow the rules for moving charging models. That said, a charging model is not permitted to move into base contact with a model in a secondary target, unless it cannot move into base contact with an unengaged model in the primary target. Remember that the charging unit is not allowed to break its unit coherency, and this will obviously limit the potential for this kind of charge.

Charging Through Difficult Terrain

If all of the enemy units charged were already locked in combat from a previous turn or had gone to ground, the Initiative penalty for charging through difficult terrain does not apply, as the enemy warriors are not set to receive the charge, and the unit charging through cover fights at its normal Initiative.

FIGHT SUB-PHASE

Resolving the Fight sub-phase of a multiple combat is done just as it is for a combat between two units except for the following clarifications and adjustments.

Directing Attacks

In multiple combats, during a model's Initiative step, the following extra rules apply:

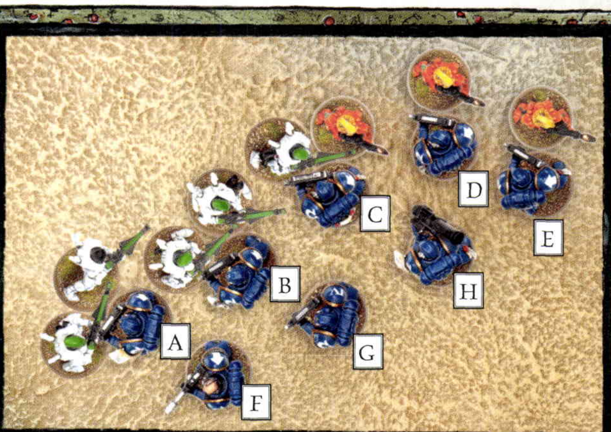
- A model that is in base contact, or engaged, with just one enemy unit when it comes to strike must attack that unit.
- A model that is in base contact, or engaged, with more than one enemy unit when it strikes blows, can split its Attacks freely between those units. Declare how each model is splitting its Attacks immediately before rolling To Hit.

ASSAULT RESULTS

When determining assault results in a multiple combat, total up the number of Wounds inflicted by all units on each side to see which side is the winner. Every unit on the losing side has to check their Morale (they all use the same penalty, as described in the Morale section on page 29).

After all of the losing units have taken their Morale checks, each winning unit that is now free to make a Sweeping Advance rolls the dice and compares its total with the total of each of the falling back enemy units it was engaged with. Any that it equals or beats are destroyed. Remember that winning units can only Sweeping Advance if all of the units they were locked in combat with Fall Back or are wiped out in the fight.

After determining assault results, all units that were involved in that multiple combat must make Pile In moves towards enemies that fought in that combat. If no models in a unit are in base contact with an enemy unit, and the combined Pile In moves of both sides are not enough for them to get back into base contact, then they can Consolidate instead.



Multiple Combats

The Space Marines have charged the Guardians and the Fire Dragons. Space Marine C can attack either of the two units he is in base contact with (or split his Attacks). Space Marines G and H can also choose to fight either enemy unit (or split their Attacks) because they are both within 2" of a model from their own unit that is in base contact with both units. Space Marines A, B, D and E can only attack the unit they are in base contact with. Space Marine F can only attack the Guardians (as he is only within 2" of members of his own unit in base contact with the Guardians).

SHOOTING INTO & OUT OF CLOSE COMBAT

Models belonging to units locked in combat cannot fire weapons in the Shooting phase, they are too busy fighting the enemy in front of them. Similarly, **models cannot shoot at units locked in close combat** – while some commanders may wish their warriors to fire indiscriminately into the middle of close combats in the hopes of hitting the enemy, this is not permitted. The events in a close combat move too quickly and the warriors themselves will be understandably hesitant about firing on their comrades. While blast markers and templates cannot be deliberately placed such that they cover any models locked in combat, they may end up there after scattering and will then cause hits on any units they touch (friends and foes!) as normal.

Units that are locked in close combat do not take Morale checks or Pinning tests caused by shooting and cannot Go to Ground; they are much too focused on fighting to be worried about being shot at!

MORALE

'Give yourself fully to all duties and routines as have been allotted to you. Attend to these to the best of your skill and of your endeavour. Be earnest in your praise of the Emperor. Be vigilant in the scrutiny of your fellows. When called to fight, do so with fervour and righteousness. Do not submit to fear!'

It is a fortunate commander who can always rely on his troops to perform up to (and sometimes beyond) the limits of their courage. In the chaos and confusion of battle, troops can easily become demoralised, disoriented or simply terrified by the violence unleashed against them.

To represent this element of the unknown, your units have to check to see if their morale holds under certain circumstances. As you will have already gathered, particular events will require your units to take Morale checks, and a unit in particularly dire straits may be forced to take several in a single turn.

MORALE CHECKS

Morale represents the grit, determination, or (sometimes) plain stupidity of warriors in action. **Morale checks are a specific kind of Leadership test.**

Like all other Leadership-based tests, **Morale checks (also sometimes called Morale tests) are taken by rolling 2D6 and comparing the total to the unit's Leadership value**.

- If the result is equal to or less than the unit's Leadership value, the test is passed and the unit does not suffer any ill effects – their nerve has held.

- If the result is higher than their Leadership, the test is failed and the unit will immediately Fall Back, as described later.

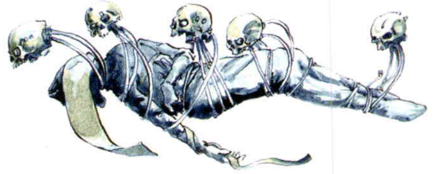
Some units have special rules pertaining to Morale checks that are detailed in their codex. For example, some particularly fanatical units might be immune to the effects of morale. Some units always pass Morale checks, while a few others always pass all Leadership tests. This is a subtle but important difference. For example, units that always pass Morale checks will still have to test for Pinning.

MORALE CHECK MODIFIERS

Certain circumstances can make Morale checks harder for a unit to pass. This is represented by applying Leadership modifiers to Morale checks, which can modify the unit's Leadership value by -1, -2 or sometimes even more.

INSANE HEROISM!

Occasionally, warriors will refuse to retreat even when faced with impossible odds or particularly harrowing experiences. Sometimes you can push someone just too far! **A roll of double 1 on the 2D6 always passes a Morale check, regardless of any modifiers.**



WHEN TO TEST

The most common reasons a unit must take a Morale check are as follows:

- **Casualties:** A unit losing 25% or more of its current models during a single Movement or Shooting phase must take a Morale check at the end of that phase.

For example, a squad of five Space Marines suffers two casualties from enemy shooting, so it takes a Morale check, which it promptly passes. Next turn, the unit, now three strong, suffers a single casualty from a Dangerous Terrain test in the Movement phase, which is now enough for it to have to take another Morale check.

- **Losing an assault:** Units that lose a close combat (usually from suffering more Wounds than they inflicted) must pass a Morale check to hold their ground. If they fail, they must Fall Back. Units taking this Morale check suffer a -1 Ld modifier for each Wound their side has lost the combat by.

For example, Sergeant Kraak's Imperial Guard squad has lost an assault. They would normally require an 8 or less to pass the Leadership test, but since they have lost the fight by a difference of 2 Wounds (-2), they now require a 6 or less to hold their ground.

Fall Back

Sometimes retreat is the only option left to a soldier on the battlefield. A withdrawal can give troops the chance to retire to a stronger position, to regroup and mount a fresh attack, or to hold back the approaching enemy. Of course, a retreat is not without its risks.

Units make a Fall Back move immediately upon failing a Morale check – the only moves they can make in subsequent phases are Fall Back moves until they Regroup. In each subsequent Movement phase, they will make further Fall Back moves instead of moving normally, until the unit Regroups, is destroyed or leaves the table.

Most units fall back 2D6". Fall Back moves are not slowed by difficult terrain, but incur Dangerous Terrain tests, as normal. Units with models that Fall Back at different speeds always Fall Back at the speed of the slowest model in the unit.

Each model in the unit moves directly towards their own table edge by the shortest possible route. If playing a mission where there is no 'own' table edge, models move towards the closest table edge instead.

If any model from a unit that is falling back moves into contact with a table edge, the entire unit is removed from the game as casualties, as it scatters and flees the battle.

Falling Back From Close Combat

Models falling back from a combat can freely move through all enemy models that were involved in that combat (they have already missed the chance to catch them). This is an exception to the normal rules for moving that state that a model cannot move through a space occupied by another model. If any models would end their move less than 1" from one of these enemies, extend the Fall Back move until they are clear.

Trapped!

Sometimes, a unit finds its Fall Back move blocked by impassable terrain, friendly models or enemy models. The unit may move around these obstructions in such a way as to get back to their table edge by the shortest route, maintaining unit coherency, even if this means moving away from their table edge. If the unit cannot perform a full Fall Back move in any direction without doubling back, it is destroyed (see below).

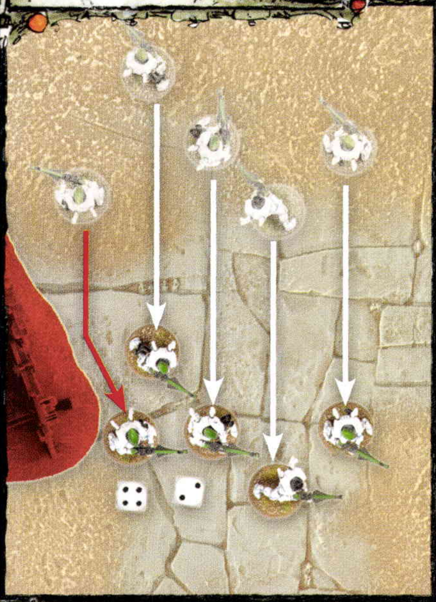
FALLING BACK AND SHOOTING

Units that are falling back can continue to shoot (including Overwatch fire and psychic shooting attacks) but can only fire Snap Shots. Furthermore, units that are falling back cannot Go to Ground and automatically pass Pinning tests.

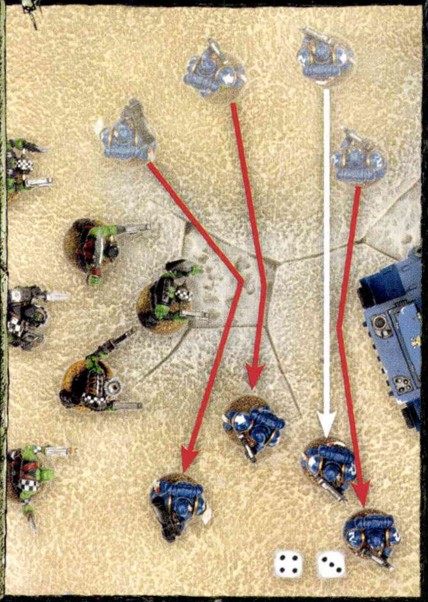
MORALE AND FALLING BACK

Units that are falling back automatically fail all Morale checks, but can Regroup, as discussed next.

Fall Back



The player rolls a 6 on the 2D6 Fall Back move, so each model is moved 6" directly towards their table edge. The leftmost model has to go around impassable terrain.



As the Space Marines Fall Back, they must move around enemies, even if this move initially carries them further away from their board edge.

As the Orks cannot Fall Back 8" without running into impassable terrain or moving to within 1" of an enemy, the entire unit is destroyed.

REGROUPING

Just because a unit Falls Back doesn't mean it is out of the fight. Courageous officers will try to inspire their troops to rally. Warriors might regain their will to fight out of honour, duty or sheer bloody-mindedness.

A unit that is falling back must attempt to Regroup by taking a Regroup test in their Movement phase just before they move.

- If at least 25% of the unit's models are still alive, this is a normal Leadership test.
- If less than 25% of the unit's models are still alive, then the Leadership test can only be passed with an Insane Heroism result of double 1. The exception to this is regrouping when assaulted (see right).
- If the unit fails its Regroup test, then it must immediately continue to Fall Back.
- If the unit successfully passes the test, it stops falling back and can immediately move up to 3". This move is unaffected by difficult terrain, but Dangerous Terrain tests must be taken as normal. If the unit is out of coherency when the Regroup test is made, then the 3" move must be used to restore coherency, or as near as possible.

Once a unit has regrouped, it cannot otherwise move (so cannot Run in the Shooting phase or charge in the Assault phase). However, it can shoot (including Overwatch), but counts as having moved and can only fire Snap Shots.

FALLING BACK AND ASSAULTS

A unit that is falling back cannot charge.

FALLING BACK AND MULTIPLE ASSAULTS

Sometimes, as part of a multiple assault, a charging unit declares charges against one or more units that are falling back as well as one or more units that are not. If the primary or secondary targets of a multiple charge are falling back, each retreating unit must test to Regroup as soon as one charging model is found to be within charge range (see below).

REGROUPING WHEN ASSAULTED

Units that have charges declared against them while falling back must always test to Regroup as soon as the enemy is found to be within charge range. **This test is always a normal Leadership test, and does not require Insane Heroism**, regardless of the number of models remaining in the unit.

- If the test is failed, the assaulted unit is removed as a casualty at the end of the Charge sub-phase.
- If the test is successful, the unit Regroups (without moving), and the fight continues as normal, starting with the enemy moving his charging models.

REGROUPING AND MULTIPLE ASSAULTS

If the test is successful, that unit regroups (without moving) and the assault continues as normal. If the test is failed, the falling back unit is destroyed and the charging model must continue its charge move against the remaining enemy units as if the falling back unit was never there.

SPECIAL RULES

'It is not the Horror of War that troubles me
but rather the Unseen Horrors of Peace.'

A Warhammer 40,000 battle is dominated by weird alien creatures, consecrated armour and futuristic weapons. Crackling power weapons slice through armour, warriors fall prey to bioengineered toxins and maddened fanatics wade through enemy fire, combat drugs leaving them numb to the hurts of battle. That's a lot of variety for the core game rules to encompass – in fact, it's too much. That's why we have universal special rules – uncommon rules to govern uncommon circumstances.

Whenever a creature or weapon has an ability that breaks or bends one of the main game rules, it is represented by a special rule. A special rule might improve a model's chances of causing damage by granting it poisoned weapons or a boost to its Strength. Conversely, a special rule may improve a model's survivability by granting it resistance to pain, or the ability to regrow damaged flesh. Special rules allow snipers to target the weak spots of their foes, scouts to range ahead of the army and anti-aircraft guns to blow flyers out of the skies.

A COMPENDIUM OF SPECIAL RULES

Some of the special rules you'll encounter in this section have already been mentioned in earlier passages of this book, others you've yet to encounter at all. We've presented them all in a single section to make your life easier when trying to track down the effect of a particular special rule.

We're talking about special rules so early because many of the other rules in this tome (particularly those for weapons and for troop types) are tied into the special rules given here. If you're new to the game, you can cheerfully skip over this section until you've got the basic rules under your belt – you can always dip back in as and when you need to.

Unless specifically stated, a model cannot gain the benefit of a special rule more than once. However, the effects of multiple different special rules are cumulative.

WHAT SPECIAL RULES DO I HAVE?

It may seem obvious, but unless stated otherwise, a model does not have a special rule. Most special rules are given to a model by the relevant entry in its codex. That said, a model's Attacks can gain special rules because of the weapon it is using.

Similarly a model might get special rules as the result of psychic powers, scenario special rules or being hunkered down in a particular type of terrain.

Where this is the case, the rule that governs the psychic power, scenario or terrain type in question will make this abundantly clear.

Most of the more commonly used special rules in Warhammer 40,000 are listed here, but this is by no means an exhaustive list. Many troops have their own unique abilities, which are laid out in their codex.

For ease of consultation, we've presented the special rules in alphabetical order. There's also an index at the back of the book to help you locate any particular special rule you're after.

ACUTE SENSES

These warriors have superhuman senses, able to track a foe through all manner of terrain – such skills are invaluable when setting up an ambush.

If a unit contains at least one model with this special rule, and that unit arrives on a random table edge (due to Outflank, or other special rules), then you can re-roll to see which table edge they arrive from.

ADAMANTIUM WILL

So strong of mind is this warrior that foul sorcery has little grasp upon him.

A unit that contains at least one model with this special rule receives a +1 bonus to Deny the Witch rolls (see page 68).

AND THEY SHALL KNOW NO FEAR

Some warriors refuse to surrender, fighting on whatever the odds.

A unit that contains at least one model with this special rule automatically passes tests to Regroup. The unit can move, shoot (or Run) and declare charges normally in the turn in which it Regroups (in addition to the 3" Regroup move). If a unit containing one or more models with this special rule is caught by a Sweeping Advance, they are not destroyed, but remain locked in combat instead. Additionally, a unit that contains at least one model with this special rule is immune to Fear.

ASSAULT VEHICLE

This vehicle is specifically designed to disgorge troops into the thick of the fray.

Passengers disembarking from Access Points on a vehicle with this special rule can charge on the turn they do so, even on a turn that the vehicle was destroyed.

ARMOURBANE

This weapon has been crafted with one aim in mind: to pierce the hides of armoured vehicles.

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, it rolls 2D6 for armour penetration in close combat.

Similarly, if a model makes a shooting attack with a weapon that has this special rule, it rolls 2D6 for armour penetration. In either case, this special rule has no effect against non-vehicle models.

BLAST & LARGE BLAST

Blast weapons fire shells, missiles or packets of energy that explode on impact.

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model (see diagram), or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended. Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. This represents the chance of ricochets, the missile blasting through cover and other random events. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker (see diagram).

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

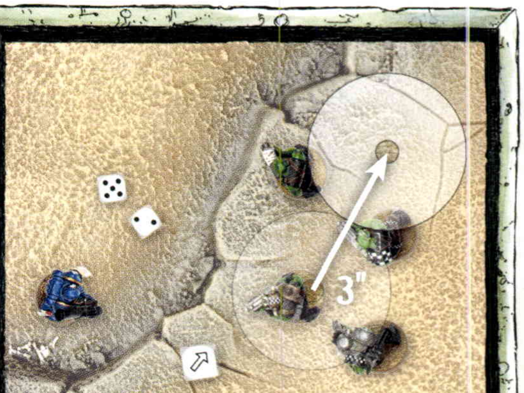
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

Blasts & Scatter

A Space Marine (BS 4) fires a frag missile and rolls an arrow on the scatter dice. The 2D6 result is a 7, so the blast is moved 3" (7 minus 4) in the direction indicated by the arrow. Two Orks are fully or partially under the final position of the blast marker and, therefore, the unit of Orks suffers two hits from the frag missile.



BARRAGE

Barrage weapons lob shells high into the air, landing them in the midst of the foe.

All Barrage weapons use blast markers and consequently use the rules for Blast & Large Blast weapons, as indicated by their profile, with the following exceptions:

- Barrage weapons can fire indirectly. This means they can fire at a target that they do not have line of sight to and/or a target that is within the weapon's minimum range (if it has one). When firing indirectly, the Ballistic Skill of the firer is not subtracted from the scatter distance; unless a Hit! is rolled on the scatter dice, the blast marker always scatters a full 2D6".

- To determine whether a unit wounded by a Barrage weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

- All Barrage weapons have the Pinning special rule.

MULTIPLE BARRAGES

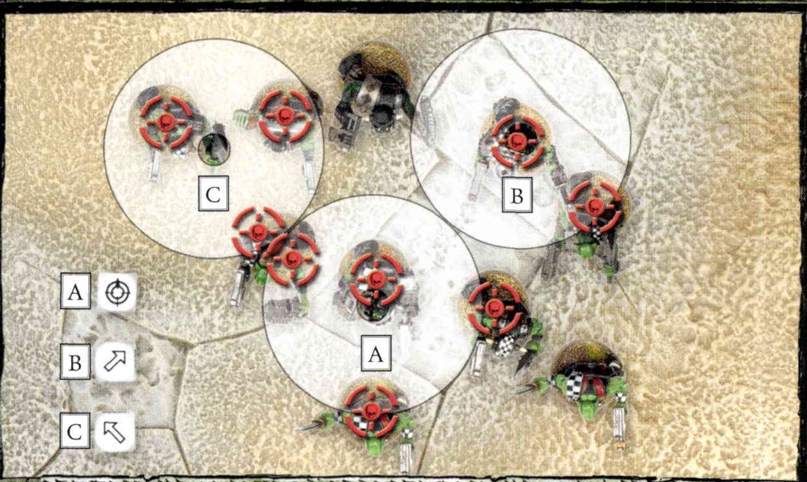
If a unit fires more than one shot with the Barrage special rule, they fire together, as follows:

- The Barrage weapon closest to the target unit fires first. Place the blast marker over the target, then roll for scatter as described earlier.

- Once the first marker is placed, roll a scatter dice for each other Barrage weapon shot fired by the unit. If an arrow is rolled, place the marker in the direction indicated so that it is next to and touching the edge of the first marker placed (see diagram).

- If a Hit! is rolled, the firing player places the marker so that it touches any part of any marker in the group that has already been placed. Note that it is perfectly fine if some markers are placed overlapping one another (including being directly over the top of a previous marker).

- Once all of the markers are in place, resolve hits and Wounds separately for each, remembering to allocate any Wounds caused to the model closest to the centre of the appropriate blast marker.



BARRAGES AND SCATTER

The original marker (A) scores a hit and does not scatter, while arrows are rolled for the second (B), and third (C) markers, which are placed accordingly. The number of hits scored is worked out separately for each marker, and in this case, the volley scores a total of nine hits on the unit! If, for example, a hit had been rolled for the third marker instead, the player could have placed it anywhere in contact with or over markers A and B.

BLIND

This attack looses a brilliant flare of light, searing the sight of the victim and forcing him to fight blind for a few moments.

Any unit hit by a model or weapon with this special rule must immediately take an Initiative test. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test.

BROTHERHOOD OF PSYKERS/SORCERERS

Some highly-trained psykers act in groups, focussing on a single goal. Few can resist such mighty minds working in concert.

A unit with this special rule counts as a Mastery Level 1 Psyker. The unit follows all the normal rules for Psykers, with the following clarifications:

- The unit uses the Leadership of its character, if there is one (and he is alive), or the unit, if there isn't a character (or he is dead), for Psychic tests. The unit can never use the Leadership of an Independent Character for Psychic tests.

- If the unit suffers the Perils of the Warp, or any other attack that specifically targets Psykers, it is resolved against the character, if there is one (and he is alive), or against a random, non-character model in the unit, if there is no character (or he is dead).

BULKY

This creature is so massive he takes up an inordinate amount of space in any vehicle or building he enters.

Bulky models count as two models for the purposes of Transport Capacity.

Very Bulky

Very Bulky models instead count as three models.

Extremely Bulky

Extremely Bulky models instead count as five models.

CONCUSSIVE

Some weapons are designed to leave any foe that manages to survives their strike disoriented and easy to slay.

A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

COUNTER-ATTACK

Troops with this skill believe attack to be the best form of defence. If assaulted, they spring forward themselves and ferociously counter-attack the charging enemy.

If a unit contains at least one model with this special rule, and that unit is charged, it must immediately take a Leadership test. If the test is successful, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase.

If, when charged, the unit was already locked in combat, the Counter-attack rule has no effect.

CRUSADER

Bolstered by ultimate faith in his goal, the crusader is tireless, sweeping from one foe to the next in a battle that never ends.

A unit that contains at least one model with this special rule rolls an extra dice when making Run moves, and uses the highest result rolled. In addition, a unit that contains at least one model with this special rule adds D3 to its Sweeping Advances total (roll each time).

DAEMON

The creatures of the Warp are many and foul, with infinite variety, but there are some characteristics that they all share.

Models with the Daemon special rule have a 5+ invulnerable save, and also have the Fear special rule.

ETERNAL WARRIOR

If war is eternal, so too must be the heroes who fight it. Such mighty champions refuse to be laid low, even by what would be mortal wounds to lesser warriors.

A model with this special rule is immune to the effects of Instant Death.

FEAR

Some beings are so monstrous or alien that they can force their foes to recoil in horror.

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck.

If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

FEARLESS

Fearless troops never give up and seldom take full use of cover – even if it would be wiser to do so.

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (see page 26).

FEEL NO PAIN

Whether through force of will, bionic augmentation or foul sorcery, this warrior does not feel pain as others do, and can fight through fearsome wounds.

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved.

Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

FLEET

Preternaturally agile, these warriors can cover ground far more quickly than their plodding foes.

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated the same. A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

FLESHBANE

Many are the weapons and creatures whose merest caress is fatal.

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always wound on a 2+ in close combat.

Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always wound on a 2+.

In either case, this special rule has no effect against vehicles.

DEEP STRIKE

Some units make their way to battle via tunnelling, teleportation, flying, or some other extraordinary means.

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units that must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

ARRIVING BY DEEP STRIKE

Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain.

In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain.

In that turn's Shooting phase, these units can fire (or Run) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (see page 71).

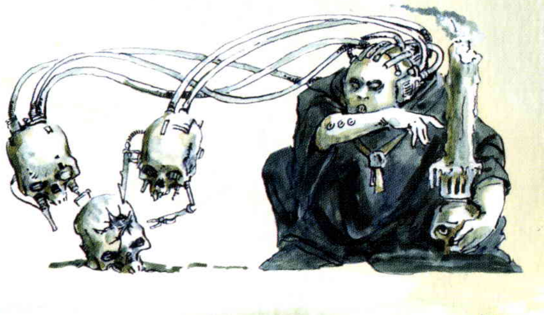
In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

DEEP STRIKE MISHAPS

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

DEEP STRIKE MISHAP TABLE

D6	Effect
1	**Terrible accident!** Teleporting units are lost in the Warp, deep striking Jump units are shot down, or some other suitably dramatic event occurs. The entire unit is destroyed!
2-3	**Misplaced.** Were the coordinates slightly inaccurate, or has the enemy jammed your instruments? Your opponent may deploy the unit anywhere on the table (excluding impassable and lethal terrain, but including difficult terrain, which of course counts as dangerous for deep striking units), in a valid Deep Strike formation, but without rolling for scatter.
4-6	**Delayed.** Because of mechanical failure or enemy action, the reinforcements are delayed. The unit is placed in Ongoing Reserves. If the unit is unlucky enough to roll this result in turn 5 or later and then the game ends while it is still in reserve, it sadly counts as destroyed.



FORCE

Force weapons are charged by the psychic might of the wielder, turning them from mere physical tools to mystical weapons of incredible potency.

If a Psyker inflicts one or more unsaved Wounds with a Force weapon, he can immediately choose to activate it by expending a Warp Charge point and taking a Psychic test (see page 67). If the test is failed, or the bearer has no Warp Charge points to spend, then there is no additional effect.

If the test is passed, all unsaved Wounds inflicted by the Force weapon that turn have the Instant Death special rule (see page 38). Deny the Witch rolls cannot be taken against Force weapons.

Force weapons have no additional effect against vehicles or models that do not have a Wounds characteristic.

FURIOUS CHARGE

Some warriors use the impetus of the charge to fuel their own fury.

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge (see page 27).

GETS HOT

Some weapons are fuelled by unstable power sources and risk overheating with each shot – often to the detriment of the wielder.

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Weapons That Do Not Roll To Hit

Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

Gets Hot and Re-rolls

If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

HAMMER OF WRATH

Many warriors hurl themselves headlong into combat, seeking to crush or trample the foe.

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

HATRED

In the bitter darkness of the far future, there are grudges without number, and enmities older than civilisations. Any chance to claim vengeance on a hated foe spurs the attacker onto new effort.

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army.

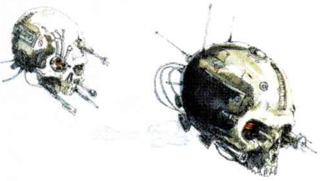
For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

HAYWIRE

Haywire weapons send out powerful electromagnetic pulses that disable electrical wiring and all kinds of mechanical systems.

When a weapon with this special rule hits a vehicle, roll a D6 to determine the effect rather than rolling Armour Penetration normally:

D6	Result
1	No effect
2-5	Glancing hit
6	Penetrating hit



HIT & RUN

Some troops employ a flexible battle stance, engaging the foe at close quarters one moment, before peeling off to strike from range the next.

A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the test is failed, nothing happens and the models remain locked in the fight. If the test is passed, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are engaged in combat with, the unit breaks away from combat and immediately moves a number of inches in the chosen direction equal to the 3D6 result, ignoring the units they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate D6".

A Hit & Run move is not slowed by difficult terrain, but treats dangerous terrain normally. It may not be used to move into contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

IGNORES COVER

This weapon fires homing darts, billowing clouds of acid or other, even stranger ammo that cheats an enemy of his shelter.

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

INFILTRATE

Many armies employ reconnaissance troops who sit concealed for days, just waiting for the right moment in which to strike.

Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building (see page 121), as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

A unit that deploys using these rules cannot charge in the first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves (see page 40). If a unit with Infiltrate is deployed inside a Dedicated Transport, they may Infiltrate or Outflank along with their Transport, but if they do, they must deploy/move onto the table embarked within it.

An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

INSTANT DEATH

Some blows can slay an enemy outright, no matter how hardy he may be.

Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant Death, regardless of the victim's Toughness (see page 16).

INTERCEPTOR

This weapon has been calibrated to target incoming drop troops, teleporting assault squads and other unlooked-for enemies.

At the end of the enemy Movement phase, a weapon with the Interceptor special rule can be fired at any one unit that has arrived from reserve within its range and line of sight. If this rule is used, the weapon cannot be fired in the next turn, but the firing model can shoot a different weapon if it has one.

If a weapon has both the Interceptor and Skyfire special rules, it uses its full Ballistic Skill against all targets (unless it is firing Snap Shots).

IT WILL NOT DIE

In the dark corners of the galaxy, there are creatures that heal from their injuries at a terrifying speed.

At the end of each friendly turn, roll a D6 for each model with this special rule that has less than its starting number of Wounds or Hull Points, but has not been removed as a casualty or destroyed. On a roll of 5+, that model regains a Wound, or Hull Point, lost earlier in the battle.

JINK

Some units favour speed and agility to keep them alive on the battlefield, dodging and weaving through hails of incoming fire.

A model with this special rule that has moved in its Movement phase gains a 5+ cover save until the start of its next Movement phase.

If a model with this special rule moves Flat Out or Turbo-boosts, it instead gains a 4+ cover save until the start of its next Movement phase.

LANCE

A lance weapon fires a concentrated beam of energy that can bore through any armour, regardless of thickness.

Weapons with the Lance special rule count vehicle Armour values higher than 12 as 12.

INDEPENDENT CHARACTER

Independent Characters can join other units. They cannot, however, join vehicle squadrons (see page 77) or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

Joining and Leaving a Unit

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground. He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

Look Out, Sir

Independent Characters pass Look Out, Sir rolls on a 2+ (see page 16).

Heroic Morale

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Special Rules

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Ongoing Effects

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

For example, Farseer Mehiledrin and his unit of Eldar Guardians are set ablaze by a weapon with the Soul Blaze special rule. If Mehiledrin leaves the unit, both he and the Guardians will still be ablaze and the ongoing effects of the Soul Blaze rule must be resolved separately.

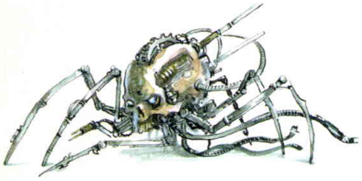
Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

For example, Crimson Fists Tactical Squad Hemanez is suffering the effects of the Blind special rule. If Captain Cruiz joins the unit, he does not suffer the results of the Blind special rule as he was not there when it happened!

MASTER-CRAFTED

Some weapons are lovingly maintained artefacts, crafted with a skill now lost. Though the exact form of master-crafting varies, it is always considered to be the pinnacle of the weaponsmith's art.

Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.



MELTA

Melta weapons are short-ranged heat rays whose wrath grows as they get closer to the foe. They are much-prized by troops attempting to destroy enemy tanks or fortifications, for only specially formulated armour can withstand a melta weapon's incandescent fury.

Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's Armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal. See the Vehicles rules (page 70) for more details on armour penetration.

MISSILE LOCK

Sophisticated fire-and-forget missile tracking systems allow this vehicle to fire all of its missiles with greater accuracy.

Missiles fired by a vehicle with this special rule scatter D6" rather than 2D6".

MONSTER HUNTER

The galaxy is home to many colossal beasts, and many warriors have honed their skills in order to hunt them.

A unit that contains at least one model with this special rule re-rolls all failed To Wound rolls against Monstrous Creatures and Flying Monstrous Creatures.

MOVE THROUGH COVER

Some warriors are skilled at moving over broken and tangled terrain.

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (see page 95).

NIGHT FIGHTING

This mission special rule is described in full detail on page 124.

NIGHT VISION

Some warriors can see almost as clearly in the darkness as they can in daylight.

A unit that contains at least one model with this special rule ignores the effects of Night Fighting.

OUTFLANK

The best way to surprise an enemy is to strike from an unexpected quarter.

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

PINNING

Coming under fire without knowing where the shots are coming from can shake the resolve of even the bravest warriors, making them dive flat and cling to cover as much as possible.

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (see page 18). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken.

If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

POISONED

There are many virulent and lethal poisons in the dark future. It is simplicity itself to adapt such toxins for battlefield use. It does not matter whether they coat weapon-blades or bullets, or are secreted by alien monstrosities – all are lethal.

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the poisoned weapon) is the same or higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. This Poisoned special rule has no effect against vehicles.

POWER OF THE MACHINE SPIRIT

The interface between this vehicle's advanced machine spirit and its fire control mechanisms allows the crew to target foes with incredible accuracy.

In a turn in which the vehicle neither moves Flat Out nor uses smoke launchers, the vehicle can fire one more weapon at its full Ballistic Skill than normally permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting.

PREFERRED ENEMY

Many of the galaxy's warriors train hard to overcome a particular foe, allowing them to predict the enemy's battle-stances and thus land a blow or shot with greater ease.

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

PSYCHIC PILOT

Some craft have psychic gunners, drivers or other crew who can use their mental abilities in support of their allies.

A vehicle with this special rule is treated as being Leadership 10 (before modifiers) for the purposes of Psychic tests. If the vehicle suffers Perils of the Warp, treat it as a glancing hit.

PSYKER

A model with this special rule is a Psyker. Rules for Psykers are covered in full detail in their own section starting on page 66.

RAGE

Bloodlust is a powerful weapon on the battlefield, spurring a warrior to hack his foes apart in a flurry of mindless (but eminently satisfying) carnage.

In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (see page 27).

RAMPAGE

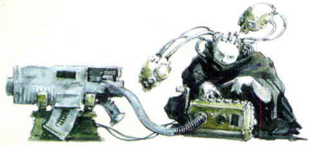
For some warriors, being on the losing end of numerical superiority is not a cause for despair, but a call to set about their foes with a berserk counter-attack.

At the start of any Fight sub-phase, models with the Rampage special rule gain +D3 Attacks if the combat they are in contains more enemy models than friendly models – count all models in all units locked in the combat, not just those models that are engaged. Calculate each rampaging model's bonus Attacks separately. A model that has made a disordered charge that turn receives no benefit from Rampage (see page 27).

RELENTLESS

Relentless warriors are strong of arm and firm of purpose – nothing can slow their implacable advance.

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.



RENDING

Some weapons can inflict critical strikes against which no armour can protect.

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total.

RESERVES

This mission special rule is described in full detail on page 124.

SCOUT

Scouts are always in the vanguard of the army. Unnoticed by the enemy, they range ahead of the main force.

After both sides have deployed (including Infiltrators), but before the first player begins his first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each model can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts must remain more than 12" away from any enemy unit. A unit that makes a Scout redeployment cannot charge in the first turn. A unit cannot embark or disembark as part of a Scout redeployment.

If both sides have Scouts, roll-off; the winner decides who redeploys first. Then alternate redeploying Scout units.

If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is embarked upon it.

This rule also confers the Outflank special rule (see page 40).

SHRED

Some weapons and warriors strike in a flurry of blows, tearing flesh asunder in a series of brutal strikes.

If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred special rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred special rule, it re-rolls its failed To Wound rolls.

SHROUDED

The source of the darkness around these warriors matters not – only a lucky shot has any chance of piercing the shroud.

A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

SKILLED RIDER

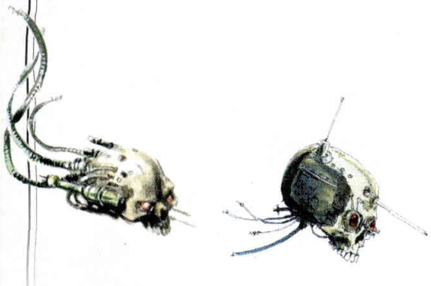
The most accomplished bikers know how to get the best performance out of their mechanical steeds.

A unit that contains at least one model with this special rule automatically passes Dangerous Terrain tests, and receives +1 to its Jink cover saves (other cover saves are unaffected).

SKYFIRE

Skyfire weapons excel at shooting down enemy aircraft and skimmers.

A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers. Unless it also has the Interceptor special rule, it can only fire snap shots against other targets.



SLOW AND PURPOSEFUL

Many warriors are steady but sure, slow to advance but no less deadly for it.

A unit that contains at least one model with this special rule cannot Run, Turbo-boost, move Flat Out, perform Sweeping Advances or fire Overwatch. They can, however, shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

SMASH

For the most fearsome of creatures, a single blow is sufficient to breach a tank's armour or crush a living creature to bloody pulp.

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule are resolved at AP 2 (unless it's attacking with an AP 1 weapon). Additionally, when it makes its close combat attacks, it can choose to instead make a Smash Attack. If it does so, roll To Hit as normal, but halve its Attacks characteristic. A Smash Attack also doubles the model's Strength (to a maximum of 10) for the purposes of that Attack. Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.

SNIPER

Sniper weapons are precision instruments, used to pick out a target's weak points.

If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, each To Hit roll of a 6 results in a Precision Shot (see page 63).

Furthermore, if a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, its shooting attacks always wound on a To Wound roll of 4+, regardless of the victim's Toughness. Against vehicles, Sniper weapons count as Strength 3.

Sniper weapons also have the Pinning and Rending special rules.

SOUL BLAZE

Some psychically-imbued or technologically advanced weapons set the very soul ablaze, consuming the unfortunate victim in clouds of ethereal fire.

If a unit suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder.

At the end of each turn, roll a D6 for each unit with a Soul Blaze counter on it. On a 3 or less, the flames die out and the unit is no longer ablaze – remove your reminder counter. On a 4+, the unit takes D3 Strength 4, AP 5 hits. These Wounds are allocated by the unit's controlling player and cover saves cannot be taken. A unit cannot have more than one set ablaze counter on it at a time.

SPECIALIST WEAPON

The mightiest weapons only reach their full potential when wielded in pairs, as they require an entirely different battle stance from that of more commonplace weapons – such inconvenience is inevitably repaid with greater destructive potential.

A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless both weapons have the Specialist Weapon rule.

SPLIT FIRE

The most disciplined squads can divide their fire, taking care to place their shots where they can do the most harm.

When a unit that contains at least one model with this special rule shoots, one model in the unit can shoot at a different target to the rest of his unit. To do so, the unit must first take a Leadership test. If the test is failed, the unit shoots as normal. If the test is passed, choose one model in the unit and immediately make a shooting attack with it. Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit, which must be at a different target.

STEALTH

Some warriors are masters of disguise and concealment, able to fade into the ruin of a battlefield until they are ready to strike.

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

STRAFING RUN

This vehicle is designed as a ground attack craft, the spread and convergence distance of its weapons keyed to maximise carnage.

When shooting Assault, Heavy, Rapid Fire or Salvo weapons at Artillery, Beasts, Bikes, Cavalry, Infantry, Monstrous Creatures and vehicles without the Flyer or Skimmer type, this vehicle has +1 Ballistic Skill. Regardless of the target, the vehicle's shots also have the Pinning special rule.

STRIKEDOWN

A sufficiently powerful blow can knock even the mightiest warrior off his feet and leave him sprawling on the bloody ground.

Any model that suffers one or more unsaved Wounds or passes one or more saving throws against an attack with the Strikedown special rule is knocked off its feet and must get up before it can do anything else. It halves its Initiative and moves as if it is in difficult terrain until the end of its next turn. It is a good idea to mark affected models with counters or coins so that you remember.

Vehicles and Monstrous Creatures are immune to the effects of Strikedown.

STUBBORN

Many warriors live and die according to the principle of 'death before dishonour'. Seldom do such warriors take a backward step in the face of danger.

When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.

SUPERSONIC

Supersonic vehicles are fast, even by the normal standards of flyers, and are capable of moving at blurring speeds.

A Supersonic vehicle that moves Flat Out must move at least 18" and can move up to 36". Supersonic Flyers cannot enter Hover mode.

SWARMS

These creatures are so multitudinous that they cannot be picked out individually and must be fought as a group.

If a Swarm suffers an unsaved Wound from a Blast, Large Blast or Template weapon, each unsaved Wound is multiplied to two unsaved Wounds. However, Swarms are adept at crossing terrain that would slow others – they are not slowed by Difficult Terrain, but must test for dangerous terrain as normal.

TANK HUNTERS

These veterans of armoured warfare are able to identify weak points on enemy vehicles.

A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

TORRENT

This weapon fires massive gouts of flame, gas or lethal fluids across the battlefield.

When firing a weapon with this special rule, place the template so that the narrow end is within 12" of the weapon and the wide end is no closer to the weapon than the narrow end. The weapon is then treated like any other Template weapon.

TWIN-LINKED

These weapons are grafted to the same targeting system for greater accuracy.

A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

TWIN-LINKED BLAST WEAPONS

If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

TWIN-LINKED TEMPLATE WEAPONS

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

TWO-HANDED

This weapon is particularly heavy and requires both hands to wield.

A model attacking with this weapon can never gain bonus Attacks for fighting with two weapons (see page 24).

UNWIELDY

This weapon is very large, and more than a little clumsy, making swift blows all but impossible to achieve.

A model attacking with this weapon does so at Initiative step 1, unless it is a Monstrous Creature or a Walker.

VECTOR DANCER

Some aircraft are crafted with an eye towards manoeuvrability. They sacrifice raw speed in order to bring their guns to bear more effectively.

A model with this special rule can make an additional pivot on the spot of up to 90° at the end of its move. A model that uses this extra pivot cannot move Flat Out in the following Shooting phase.

VECTOR STRIKE

These winged terrors hurtle out of the storm-wracked skies, tearing their unsuspecting prey to pieces in a single, devastating swoop.

When Swooping, this model may savage its prey. At the end of the Movement phase, nominate any one unengaged enemy unit the model has moved over that turn. This unit may even be an enemy Flyer. That unit takes D3+1 hits, resolved at the model's unmodified Strength and AP 3. Against vehicles, these hits are resolved against the target's side armour.

A model that made a Vector Strike in its Movement phase counts as having already fired one weapon in its following Shooting phase. However, any additional weapons it fires that turn can choose a different target to that of the Vector Strike.

ZEALOT

Zealots fight on through the most terrible wounds, driven forwards by the conviction in their hearts.

A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.

UNIT TYPES

'As the mind is to the body so the soul is to the spirit, as death is to the mortal man so failure is to the immortal, such is the price of all ambition.'

So far, we've discussed the basic rules as they pertain to Infantry, the most important and common unit type in the Warhammer 40,000 game. However, whilst the definition of Infantry is incredibly broad (it can cover anything from the most diminutive Gretchin to the mightiest Space Marine), it's not enough to capture the full variety, scope and splendour of a war-torn galaxy teeming with all manner of alien beasts.

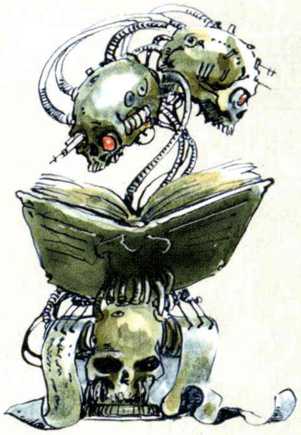
To do justice to the full pomp and panoply of xenos creatures (as well as some of the weirder beings in service to the Emperor of Mankind), we will now cover a series of unit types, each with their own abilities and special rules. Vehicles are distinct enough to require their own section later on (see page 70).

In most cases, it will be fairly obvious which unit type category a model falls into, but as unit type is essentially an extension of the characteristic profile, you'll be able to find that information in the relevant codex.

If your codex doesn't contain unit type information (as will be the case with some of the older volumes), then simply consult Appendix II of this book – you will find a complete at-a-glance bestiary that (amongst other things) lists each model's unit type.

CHARACTERS

In addition to their unit type, some models might also be noted as being characters. We're not going to worry about characters here, however. They are such a powerful and important part of Warhammer 40,000 that they have a section all to themselves later in the book (see page 63).



INFANTRY

Infantry units include all types of foot soldiers, whether human or alien. A typical unit of Infantry is between five and ten models strong but can be much larger.

In rare cases, an Infantry unit may comprise only a single model. Infantry are fairly slow moving, but can cross almost any terrain (given enough time) and make the best use of cover to avoid enemy fire.

Infantry are the most common and dependable units in Warhammer 40,000. As the bulk of the rules are concerned with them, there are no additional rules to present here.

Space Marine Sternguard Veteran Squad

BIKES & JETBIKES

Units mounted on Bikes excel at vanguard strikes. They are able to use their fast speed to strike deep into enemy territory, complete their mission and escape before an enemy is able to react. These warriors are often regarded as dangerously hot-headed risk-takers, but their effectiveness cannot be denied.

ARMOURED STEED

Bike and Jetbike riders benefit from the protection offered by their bike, which increases their Toughness characteristic by 1. If the Bike or Jetbike is part of the model's standard wargear, this bonus is already included on its profile.

MOVEMENT

Bikes and Jetbikes can move up to 12" in the Movement phase.

Bikes and Terrain

Bikes are never slowed by difficult terrain. However, they treat all difficult terrain as dangerous terrain.

Jetbikes, Models and Terrain

Jetbikes can always move over all other models and all terrain freely. However, if a moving Jetbike begins or ends its move in difficult terrain, it must take a Dangerous Terrain test. Jetbikes cannot end their move over other models or impassable terrain, except that they can end their move on top of impassable terrain if it is actually possible to place the models on top of it. If they do that, however, they treat the impassable terrain as dangerous terrain.

Fall Back Moves

Bikes and Jetbikes move 3D6" when falling back, rather than 2D6".

SHOOTING

Each Bike or Jetbike in a unit can fire with one weapon for each rider on the Bike. Thus a Space Marine Attack Bike with a driver and passenger in sidecar can fire two weapons.

Bikes and Jetbikes cannot Go to Ground, and cannot be Pinned.

ASSAULT

Bike charge moves are not slowed down by difficult terrain. However, each Bike or Jetbike model that charges an enemy model behind a barricade or Aegis defence line, must take a Dangerous Terrain test.

SPECIAL RULES

Bikes and Jetbikes have the Hammer of Wrath, Jink and Relentless special rules.

TURBO-BOOST

Bikes and Jetbikes cannot Run, but can make a special Turbo-boost move, instead of firing in their Shooting phase.

Turbo-boosting Bikes move up to 12", turbo-boosting Jetbikes move up to 24". Controlling their Bikes at such speeds takes all the riders' concentration and skill, however. Bikes and Jetbikes therefore cannot shoot, charge or execute any other voluntary action for the rest of the turn after Turbo-boosting.

Space Marine Attack Bike

Eldar (and Dark Eldar) Jetbikes

The Eldar are the undisputed masters of anti-grav technology, and their Jetbikes form swift attack forces feared by any who have faced them. Their favourite tactic is to emerge from cover, open fire and then dive back into cover before the enemy can retaliate.

In addition to following all the rules for Jetbikes, Eldar Jetbikes may move up to 2D6" in the Assault phase, even if they don't charge and even if they arrived by Deep Strike that turn. When Eldar Jetbikes move in the Assault phase and do not charge, they treat difficult terrain in the same way as they do in the Movement phase. Furthermore, if an Eldar Jetbike elects to Turbo-boost, it can move up to 36".

Eldar Jetbike

R·C·T·P

ARTILLERY

Some weapons are so large and cumbersome that they are usually mounted on vehicles, but are sometimes utilised by Infantry Artillery teams, particularly if the battlefield's terrain is not suitable for vehicles. These mighty Artillery weapons are mounted on wheeled supports or on anti-grav platforms, as they are simply too heavy to lug across a battlefield.

THE UNIT

Artillery units consist of a number of crew models and the gun models themselves. These units are quite complex as they can include several different types of models. The gun models have the following profile:

WS	BS	S	T	W	I	A	Ld	Sv
-	-	-	7	2	-	-	-	3+

If all the crew models are killed, the guns are immediately removed as well.

Sometimes, the player has the choice of adding leaders or additional models to the crew of an Artillery unit. These models are part of the crew in all respects and can operate the guns as normal, even if they are otherwise slightly different from the rest of the crew. Independent Characters that join the unit, however, do not count as crew and cannot operate the guns.

MOVING WITH ARTILLERY

Artillery guns need at least one crewman per gun in order for the unit to move. If an Artillery unit does not have at least one crewman per gun, then it may not move, the remaining crewmen will not voluntarily leave a gun behind.

SHOOTING WITH ARTILLERY

Gun models cannot be fired if they moved at all in that turn's Movement phase – they cannot make Snap Shots.

Otherwise, one crewman that is within 2" of a gun in the Shooting phase can fire it. The crewmen firing the gun cannot fire any weapons they are carrying, while the other crew members (and any Independent Characters in the unit) are free to fire their side arms, provided the whole unit shoots at the same target.

When firing the guns, there must be a line of sight to the target from both the gun model and the crewman firing it (unless they are Barrage weapons, of course). Ranges are measured from the barrel on the gun model.

SHOOTING AT ARTILLERY

If shooting at an Artillery unit, the Toughness of the guns is always used whilst at least one gun remains. Any Wounds that are caused are still allocated to the closest model first.

If an Artillery unit chooses to Go to Ground, this does not increase the cover save of the guns – only the crew benefit.

Eldar Shadow Weaver

ASSAULT

Artillery units cannot charge as long as they include any gun models.

If an Artillery unit is charged, move the charging models into base contact with the crew and guns as normal. No Wounds can be allocated to the guns. All engaged enemies roll To Hit and To Wound against the crew (even if they are only engaged with guns). Engaged crew models can, of course, fight back, but the guns do not.

MORALE & FALL BACK MOVES

For the purposes of Morale checks and other Leadership tests, and for combat resolution, always ignore the gun models, as if they were not there. Because they need at least one crewman per gun in order for the unit to move, if an Artillery unit does not have one crewman per gun when it is forced to Fall Back, any gun models without crewmen are abandoned and immediately removed as casualties. The rest of the unit then Falls Back as normal. If an Artillery unit is forced to Fall Back from close combat and the enemy is free to make a Sweeping Advance, then the Artillery unit automatically loses the Initiative test and is caught and destroyed by the victor.

ARTILLERY & LOOK OUT, SIR

A Wound cannot be re-allocated onto a gun model from a successful Look Out, Sir roll.

JUMP UNITS

Jump units are equipped with jump packs, wings, teleport devices or other means of moving quickly over short distances. Unlike most other unit type categories, 'Jump' is not a classification in and of itself. Instead, you'll find it occurs before another category – commonly Infantry, sometimes Monstrous Creatures and perhaps, rarely, other things. Jump units therefore share two sets of rules, the Jump unit rules, and those of their base type. Jump Infantry would, for example, follow the rules for Jump units and Infantry.

Jump units can use their jump packs once each turn to move more swiftly in either the Movement phase or the Assault phase – they cannot use their jump packs in both phases in the same turn. If not using its jump pack, a model moves as a normal model of its type. Indeed, a Jump unit can always choose to move as a normal model of their type if they wish. Note that the entire unit must always use the same form of movement. Units that are described as 'moving like' Jump units follow all of the rules for Jump units, and use the same special rules.

SKYBORNE

When using its jump pack (whether moving, charging or falling back, as we'll discuss in a moment) a model can move over all other models and all terrain freely. However, if the model begins or ends its move in difficult terrain, it must take a Dangerous Terrain test.

Jump models cannot end their move on top of other models and can only end their move on top of impassable terrain if it is actually possible to place the models on top of it. If they do this, however, they treat the impassable terrain as dangerous terrain.

MOVEMENT PHASE

If a Jump model uses its jump pack (or equivalent) in the Movement phase, it can move up to 12".

ASSAULT PHASE

If a Jump model uses its jump pack to charge into assault, it can re-roll its charge distance.

Furthermore, to represent the crushing impact of such a charge, a model that uses its jump pack to charge gains the Hammer of Wrath special rule for the remainder of the turn.

FALL BACK MOVES

Jump units always use their jump packs when falling back, and their Fall Back moves are 3D6", even if they already used their jump pack to move that turn.

SPECIAL RULES

Jump units have the Bulky and Deep Strike special rules.

Assault Marine

JET PACK UNITS

Jet packs are designed to provide stable firing platforms rather than a means of getting into close combat. As with Jump units, 'Jet Pack' is not a classification in and of itself. Instead, you'll find it occurs in addition to another – Jet Pack Infantry, for example. If no such distinction is made in a unit entry, treat the model as Jet Pack Infantry.

SKYBORNE

When using its jet pack (whether moving, or making a Thrust move, as we'll discuss in a moment) a model can move over all other models and terrain freely. However, if the model begins or ends its move in difficult terrain, it must take a Dangerous Terrain test.

Jet Pack models cannot end their move on top of other models and can only end their move on top of impassable terrain if it is actually possible to place the models on top of it. If they do this, however, they treat the impassable terrain as dangerous terrain.

MOVEMENT

Jet Pack units can move as normal models of their type or activate their jet packs.

THRUST MOVE

A Jet Pack unit that is not locked in combat or charging can move up to 2D6" in the Assault phase, even if they have shot or Run in the preceding Shooting phase or arrived by Deep Strike that turn.

When Jet Pack units move in the Assault phase and do not charge, they move just as they would when using their jet packs in the Movement phase.

SPECIAL RULES

Jet Pack units have the Bulky, Deep Strike and Relentless special rules.

Tau Shas'ui in XV25 Battlesuit

MONSTROUS CREATURES

Some creatures are just too big to fit into the ordinary Infantry unit category. These are towering giants that are capable of crushing a tank – like the Tyranid Carnifex, a creature bioengineered and evolved to become a living battering ram. While Monstrous Creatures use many of the Infantry rules, their size and destructive capability make them a lot more dangerous.

SHOOTING

Monstrous Creatures can fire up to two of their weapons each Shooting phase – they must, of course, fire both of them at the same target.

SPECIAL RULES

Monstrous Creatures have the Fear, Hammer of Wrath, Move Through Cover, Relentless and Smash special rules.

Daemon Prince

BEASTS

Beasts are savage, swift-moving creatures with four (or more) powerful legs to carry them into the fray.

MOVEMENT

Beasts can move up to 12" in the Movement phase. Beasts are not slowed by difficult terrain (even when charging).

FALL BACK MOVES

Beasts make Fall Back moves just like Infantry, except that they move 3D6".

SPECIAL RULES

Beasts have the Fleet and Move Through Cover special rules.

Khymera

CAVALRY

This category covers warriors with a living mount. When closing on their enemies, such troops are able to move at far greater speeds than warriors on foot, and as such, are able to launch deadly charges and counter-charges.

MOVEMENT

Cavalry can move up to 12" in the Movement phase. Cavalry are not slowed down by difficult terrain (even when charging). However, Cavalry models treat all difficult terrain as dangerous terrain instead.

FALL BACK MOVES

Cavalry make Fall Back moves just like Infantry, except that they move 3D6".

SPECIAL RULES

Cavalry have the Fleet and Hammer of Wrath special rules.

Seeker of Slaanesh

FLYING MONSTROUS CREATURES

Flying Monstrous Creatures are massive winged monstrosities that are essentially ferocious living aircraft.

FLIGHT MODES

Flying Monstrous Creatures can move using one of two flight modes: Swooping or Gliding.

Changing Flight Mode

At the start of its move, a Flying Monstrous Creature must declare whether it is Swooping or Gliding until the start of its next turn.

DEPLOYMENT

A Flying Monstrous Creature that is deployed at the start of the game starts in Glide mode. If a Flying Monstrous Creature is kept as Reserves then as soon as it enters play, you must declare whether it is in Swoop or Glide mode.

GLIDING

If a Flying Monstrous Creature is Gliding, it moves, runs and charges exactly like a Jump Monstrous Creature.

SWOOPING

If a Flying Monstrous Creature is Swooping, it moves exactly like a Jump Monstrous Creature, with the following exceptions and clarifications:

- It must move at least 12" and can move up to 24".
- Due to its limited manoeuvrability, a Flying Monstrous Creature that is Swooping can make a single pivot on the spot of up to 90° before it moves. Thereafter it must move directly forwards in a straight line. As many Flying Monstrous Creatures are mounted on circular or oval bases, it's not always clear which way is forward. If in doubt, just make sure you use the same point on the base as the 'front' for the entire game.
- A Flying Monstrous Creature that is Swooping can move over intervening units and impassable terrain exactly as a Jump Monstrous Creature. In addition, a Flying Monstrous Creature that is Swooping does not take Dangerous Terrain tests.
- A Flying Monstrous Creature that elects to Run can move up to 2D6" straight forwards if Swooping.
- A Flying Monstrous Creature cannot charge or be charged whilst it is Swooping.

Swooping Hunters

Flying Monstrous Creatures are quick-witted predators, able to track their targets even when moving at high speeds. They can, therefore, fire up to two of their weapons normally, even if Swooping (provided that they don't Run). Flying Monstrous Creatures can shoot all around, just like other non-vehicle models.

Hard to Hit

A Swooping Flying Monstrous Creature is a very difficult target for units without specialised weapons. Shots resolved at such a target can only be resolved as Snap Shots unless the model or weapon has the Skyfire special rule (see page 42). Template, Blast and Large Blast weapons cannot hit Swooping models.

Leaving Combat Airspace

It's quite likely that a Flying Monstrous Creature will leave the board whilst Swooping. Indeed it can, unlike other units, deliberately do so. If this happens, whether deliberate or not, the unit is said to have left combat airspace – it then enters Ongoing Reserves (see page 125). Whilst in reserve, the unit cannot change flight mode (it's too busy trying to get back to the battlefield).

Dive

If threatened, a Flying Monstrous Creature that is Swooping can dive rapidly, throwing off the aim of its attackers.

After the enemy has rolled To Hit and To Wound against a Flying Monstrous Creature, but before saving throws are made, you can declare that it is diving.

A Flying Monstrous Creature that is diving gains the Jink special rule until the end of its next turn. However, because its efforts are focussed on diving, it can only make Snap Shots until the end of its next turn.

Grounded Tests

If a Flying Monstrous Creature that is Swooping suffers one or more hits from a unit's Shooting attack, it must take a Grounded test immediately after that Shooting attack has been resolved.

To take a Grounded test roll a D6. On a 3+, the Flying Monstrous Creature maintains control and suffers no additional effect.

If a 1 or 2 is rolled, the beast comes crashing down to the ground – it suffers a single Strength 9 hit with no armour or cover saves allowed, and become Grounded. A Grounded Flying Monstrous Creature can be charged in the following Assault phase and automatically loses the Jink special rule (if it had it), but can move normally in its next turn. It regains the Jink special rule if it Dives again later in the game.

SPECIAL RULES

Flying Monstrous Creatures have the Fear, Hammer of Wrath, Move Through Cover, Relentless Smash and Vector Strike special rules.

WEAPONS

'In the blazing furnace of battle we shall forge anew
the iron will of a yet stronger race.'

By the 41st Millennium, warfare has spawned innumerable weapons, from the simple laspistol to the barely controllable plasma cannon. In this section, we describe how the myriad types of weapon work in the Warhammer 40,000 game.

WEAPON PROFILES

Every weapon has a profile. Here are two examples:

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

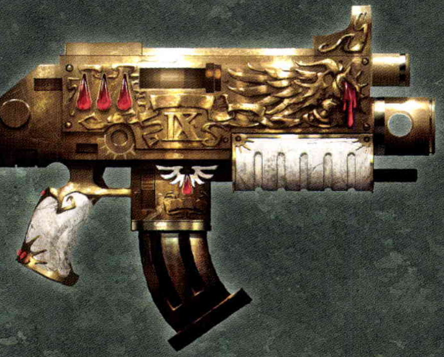
	Range	S	AP	Type
Power sword	-	User	3	Melee

RANGE

If the weapon's range contains a '-', it is (unless otherwise stated) a Melee weapon. If it contains a number, or 'Template' it is a shooting weapon. The number here given is the range measured in inches. If it has two numbers, the first is its minimum range and the second its maximum range. If the weapon's range is given as 'Template', then the weapon fires using the teardrop-shaped template (see page 52).

THE HONOUR OF DUTY

Baal pattern Boltgun, Blood Angels markings



'As our bodies are armoured with adamant,
our souls are protected with loyalty.

As our bolters are charged with death for the Emperor's enemies,
our thoughts are charged with wisdom.

As our ranks advance, so does our devotion,
for are we not the Space Marines?

Are we not the chosen of the Emperor,
his loyal servants unto death?'

STRENGTH

If the weapon's Strength is 'User', then attacks made with that weapon are resolved at the wielder's Strength value.

If the weapon has a fixed Strength, i.e. a number between 1 and 10, this is the Strength of Attacks made with that weapon.

For example, if an Imperial Guardsman (Strength 3) makes a Shooting attack with a lasgun (Strength 3), his shots are resolved at Strength 3. If he shoots with a heavy bolter (Strength 5), his shots are resolved at Strength 5.

If the weapon confers a Strength bonus, the Strength of the weapon's attacks is equal to that of the user after any such modifiers have been applied.

For example, if an Imperial Guardsman (Strength 3) attacks with a weapon with Strength x2, his Attack is Strength 6 (3x2). If he attacks with a weapon with Strength +1, his Attacks are Strength 4 (3+1).

ARMOUR PIERCING (AP)

This value shows how good the weapon is at punching through armour. The lower the number, the better the weapon is at piercing armour, cancelling the target's Armour Save. The rules for armour saves and AP values can be found on pages 16-17.

TYPE

A shooting weapon always has one of the following types: Assault, Heavy, Ordnance, Pistol, Rapid Fire or Salvo. These rules (found on the next two pages) measure a weapon's portability and affect the way they can be fired, depending whether or not the model carrying them moved that turn. A shooting weapon can only be used to make Shooting attacks.

MELEE TYPE

Weapons with the Melee type can only be used in close combat.

NUMBER OF SHOTS

Some shooting weapons fire multiple shots. Where this is the case, the number of shots a weapon fires is noted after its type.

For example, a multi-laser is a Heavy weapon that fires three shots each Shooting phase, so its type is Heavy 3.

Remember that the player can decide that any model in a firing unit is not going to fire its weapon, however, **if a model does fire, it must do so at full effect** (so it cannot fire only two shots from its Heavy 3 weapon).

Some weapons can be used in different ways, representing different power settings or types of ammo. Some weapons can be used in combat as well as shooting. Where this is the case, there will be a separate line in the weapon's profile for each, and you can choose which to use each turn.

If a weapon has a D6, D3 or other randomly determined amount for the number of shots, roll the appropriate dice to work out how many shots are fired each time the model shoots. If a unit contains several models shooting such weapons, roll once and multiply the result by the number of firing models with that weapon to calculate the number of shots. If it is a Shooting attack that targets several different units, roll once – all target units suffer that number of shots.

Special Rules

The Type section of a weapon's profile also includes any special rules that apply to the weapon in question. More information on these can be found either in the Special Rules section (see page 32) or in the codex the weapon is found in.

CLOSE COMBAT WEAPONS

Many weapons (combat knives, maces, axes and other improvised or primitive weapons) don't confer any Strength bonuses, AP values or special rules. These weapons are simply referred to as 'close combat weapon' in the model's wargear and have the following profile:

	Range	S	AP	Type
Close combat weapon	-	User	-	Melee

No Specified Melee Weapon

If a model is not specifically stated as having a weapon with the Melee type, it is treated as being armed with a single close combat weapon.

Pistols as Close Combat Weapons

A pistol can be used as a close combat weapon. If this is done, use the profile given above – the Strength, AP and special rules of the pistol's Shooting profile are ignored (see page 52).

MORE THAN ONE WEAPON

Unless otherwise stated, if a model has more than one Shooting weapon, he must choose which one to shoot – he cannot fire both in the same Shooting phase. If a model has more than one Melee weapon, he must choose which one to attack with when he comes to strike blows – he cannot mix and match the abilities of several different Melee weapons. However, it's worth remembering that if a model has two or more Melee weapons he gains +1 Attack in close combat (see page 24).

ASSAULT WEAPONS

Assault weapons are fired by warriors as they move forwards into combat. They either fire so rapidly or indiscriminately that they don't have to do much more than point and shoot. For example, a flamer is a weapon that fires a gout of burning fuel, so it's just as accurate whether the firer is moving or not. This means they are very good for advancing on the foe!

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

	Range	S	AP	Type
Storm bolter	24"	4	5	Assault 2

HEAVY WEAPONS

These are heavy, man-portable weapons, such as missile launchers, or lighter weapons that require reloading between each shot, careful set-up or bracing to counter their recoil.

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots (see page 13 for details). Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

	Range	S	AP	Type
Lascannon	48"	9	2	Heavy 1

ORDNANCE WEAPONS

Ordnance weapons are the big guns of the battlefield – cannons so vast they normally have to be mounted on tanks and artillery.

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

	Range	S	AP	Type
Battle cannon	72"	8	3	Ordnance 1, Large Blast

PISTOL WEAPONS

Pistols are light enough to be carried and fired one-handed, but with limited range, allowing a trooper to fight in close combat with a pistol and sword or other Melee weapon.

All Pistols are effectively Assault 1 weapons. A Pistol also counts as a close combat weapon in the Assault phase (see page 24 and 51).

	Range	S	AP	Type
Bolt pistol	12"	4	5	Pistol

Gunslinger

All models with two pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

RAPID FIRE WEAPONS

Rapid Fire weapons are very common and usually come in the form of semi-automatic rifles. Their versatility means they can be fired effectively 'from the hip' when a squad is advancing, spraying shots into the enemy whenever they present themselves, or instead, used for aimed single shots against targets at greater distances.

A model armed with a Rapid Fire weapon can fire two shots at a target up to half the weapon's maximum range away. Alternatively, it can instead fire one shot at a target over half the weapon's range away, up to the weapon's maximum range.

If a unit shooting Rapid Fire weapons is found to be partially within half range of the target, the firing models within half range fire two shots, while those further away fire one.

Models that shoot with Rapid Fire weapons in the Shooting phase cannot charge in the ensuing Assault phase.

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

SALVO WEAPONS

Salvo weapons are essentially larger and more destructive Rapid Fire weapons.

Salvo weapons have two numbers on their profile (listed after their type) separated by a '/'. A model armed with a Salvo weapon can move and fire at a target up to half its maximum range away. In this case, the number of shots is equal to the first number. If the model has not moved, it can instead fire a greater number of shots at a target up to the weapon's maximum range. In this case, the number of shots is equal to the second number.

Models that shoot with Salvo weapons in the Shooting phase cannot charge in the ensuing Assault phase.

	Range	S	AP	Type
Shellstorm cannon	48"	6	5	Salvo 2/4

TEMPLATE WEAPONS

Template weapons shoot clouds of fire, gas or other lethal substances, rather than shells or bullets. They're excellent for killing enemy troops in cover, as the payload simply flows over intervening obstacles to assail the foe behind.

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

	Range	S	AP	Type
Flamer	Template	4	5	Assault 1

Wall of Death

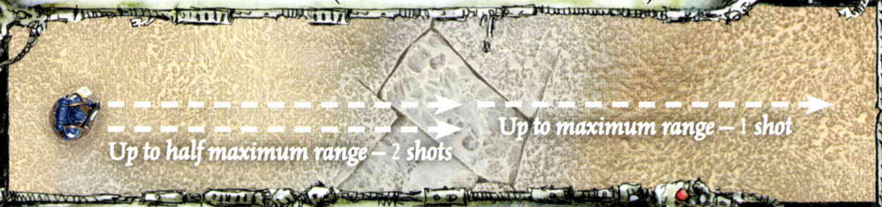
Flamers and other Template weapons are fearsome when employed against a charging enemy, as the wielder can spray a cloud of destruction into the path of the assault.

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

Template Weapons & Focus Fire

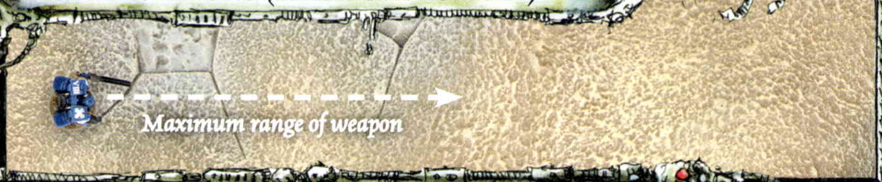
If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

RAPID FIRE WEAPONS (FIRER CANNOT ASSAULT)


Up to maximum range – 1 shot
Up to half maximum range – 2 shots

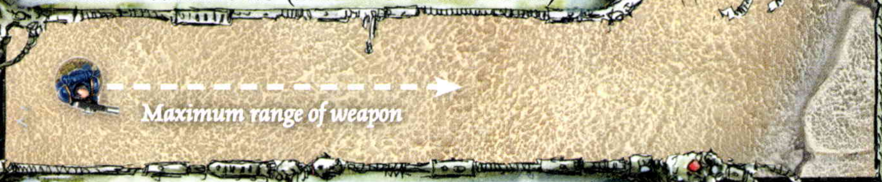
A model using a Rapid Fire weapon can shoot once at maximum range. Alternatively, if the target is within half maximum range, it can fire twice.

PISTOL WEAPONS (FIRER CAN ASSAULT)


Maximum range of weapon

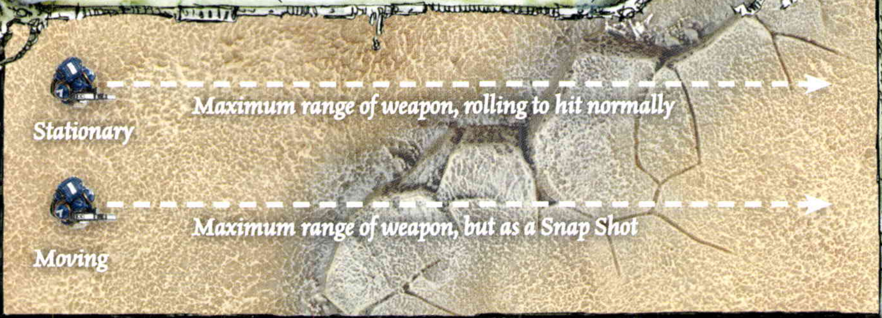
A pistol can shoot once up to its maximum range, whether the firer moved or not.

ASSAULT WEAPONS (FIRER CAN ASSAULT)


Maximum range of weapon

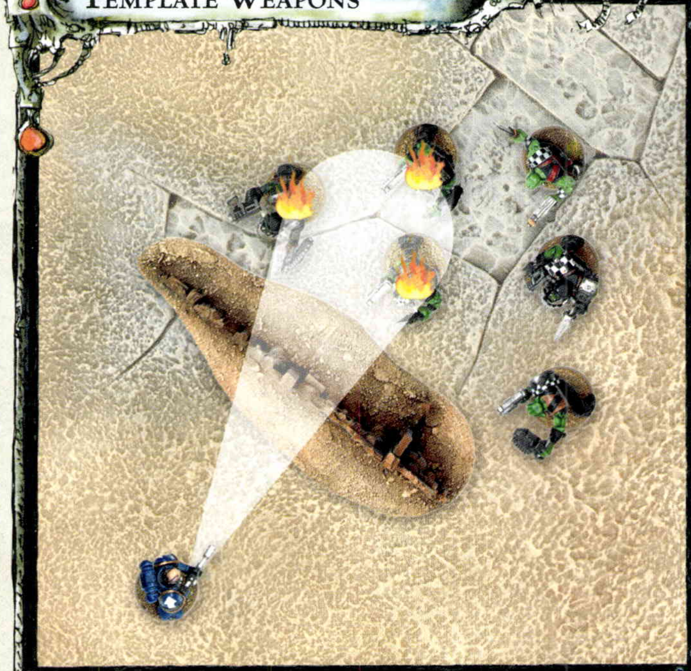
An Assault weapon can always shoot the number of times indicated and up to its maximum range, regardless of whether the firer moved or not.

HEAVY WEAPONS (FIRER CANNOT ASSAULT)

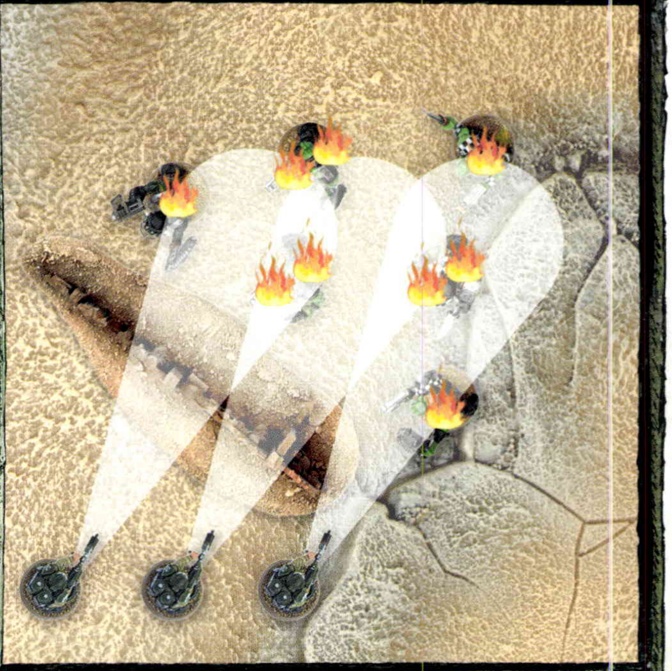

Stationary
Maximum range of weapon, rolling to hit normally
Moving
Maximum range of weapon, but as a Snap Shot

If a model with a Heavy weapon remains stationary, it can fire the number of times indicated (at his normal Ballistic Skill) up to the maximum range of the weapon. If the firer moved, the shot will only hit on a 6, as it is a Snap Shot (fired at Ballistic Skill 1).

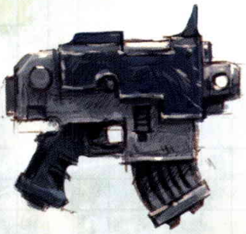
TEMPLATE WEAPONS



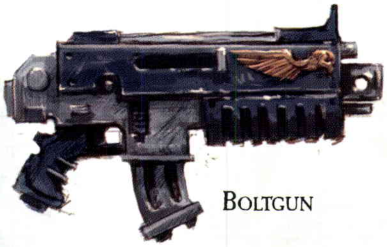
The template is positioned so that it scores the maximum number of hits (in this case, three).



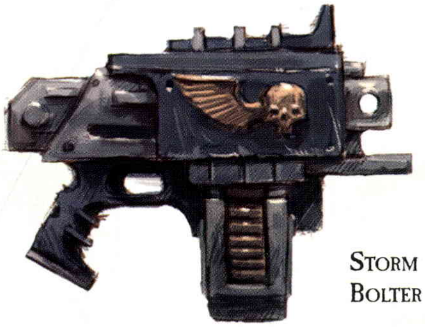
Models can be hit multiple times from different template shots. In the example given above, nine hits are caused as three Orks are hit twice.



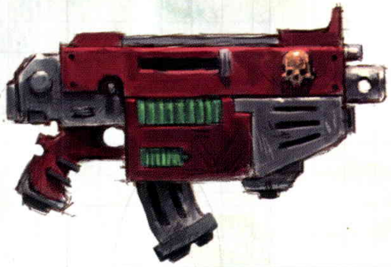
Bolt Pistol



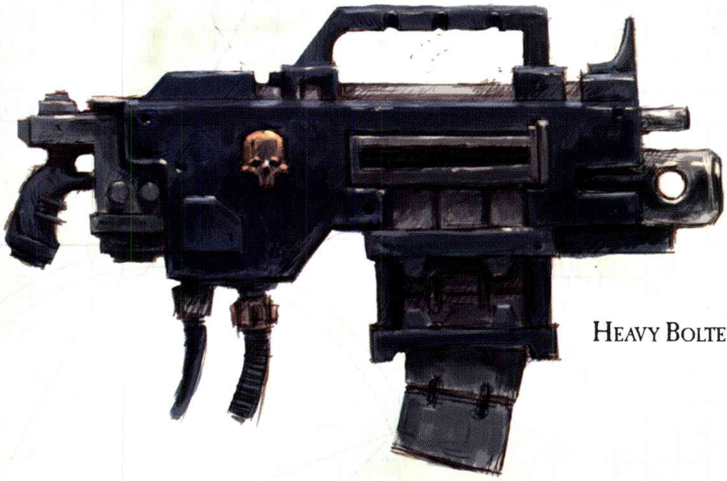
Boltgun



Storm Bolter

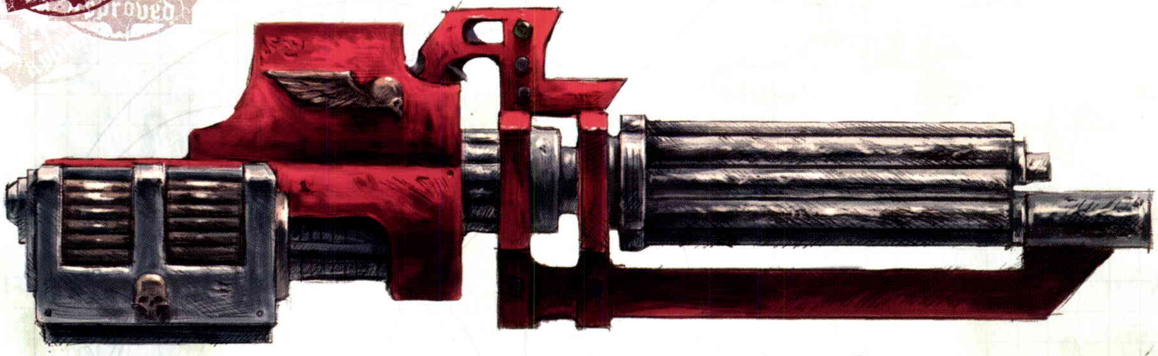


Combi-plasma Gun

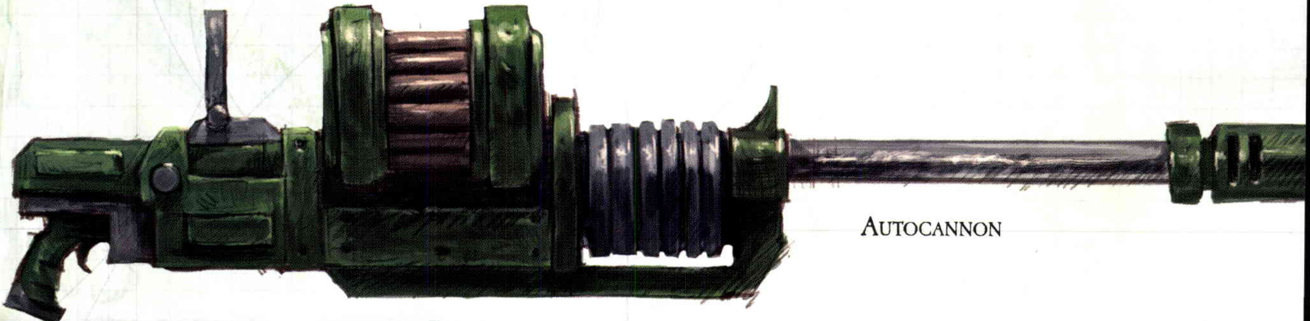


Heavy Bolter

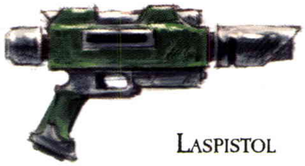
chapter approved



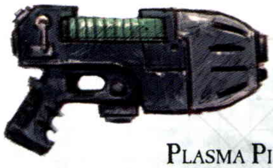
Assault Cannon



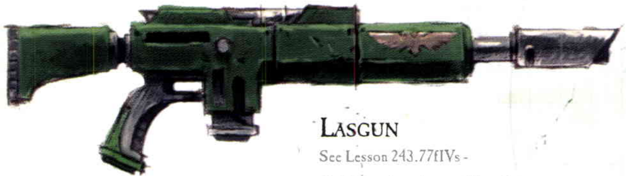
Autocannon



Laspistol

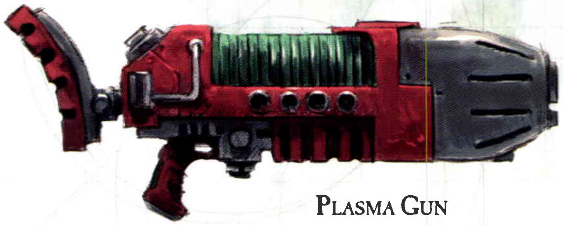


Plasma Pistol

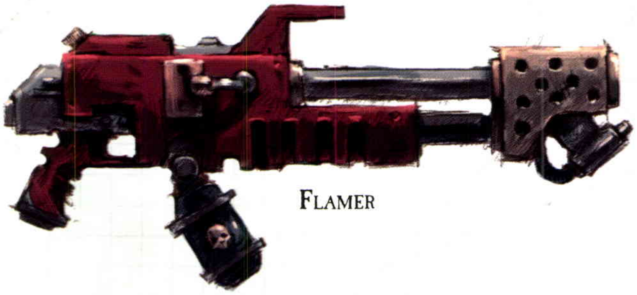


Lasgun

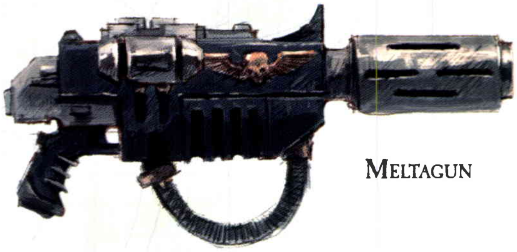
See Lesson 243.77fIVs -
Field Dressing a Lasgun Wound



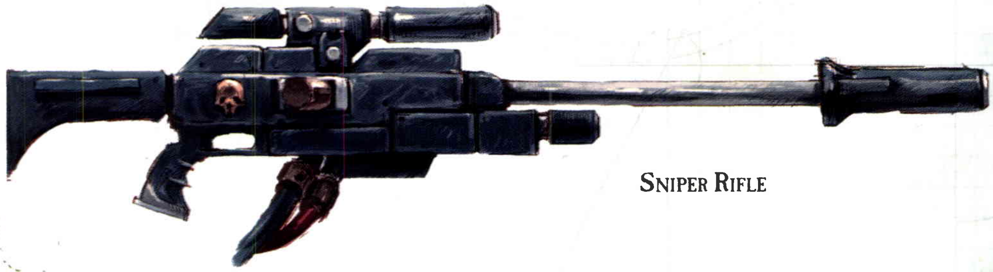
Plasma Gun



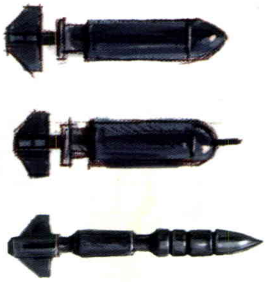
Flamer



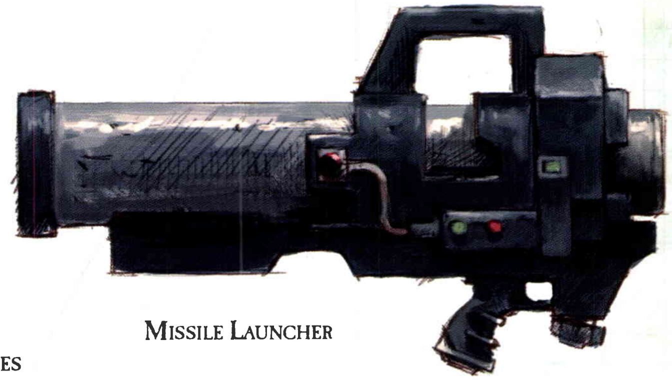
Meltagun



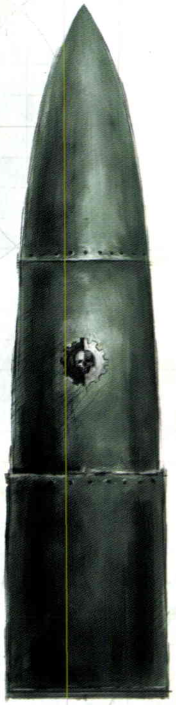
Sniper Rifle



Frag, Krak and Flakk missiles



Missile Launcher



Macro Cannon Shell

RANGED WEAPONS OF THE 41ST MILLENNIUM

The galaxy is home to countless weapons, their variety and effects as impossible to enumerate as the races that inhabit the galaxy. Thus, oblivion can come from explosive shells, laser blasts, jets of super-heated flame or psionic beams. This section covers some of the most common (or notorious) weapons of Warhammer 40,000 and serves as both reference and example for some of the tools of death you will encounter.

AUTO-WEAPONS

These robust weapons are automated, self-loading firearms that fire bursts of high-velocity, caseless shot. Auto-weapons come in a variety of forms, from pistols to massive support weapons like the macro-cannon.

	Range	S	AP	Type
Autopistol	12"	3	-	Pistol
Autogun	24"	3	-	Rapid Fire
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Quad-gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked
Macro-cannon	72"	7	4	Heavy 2, Large Blast

BATTLE CANNON

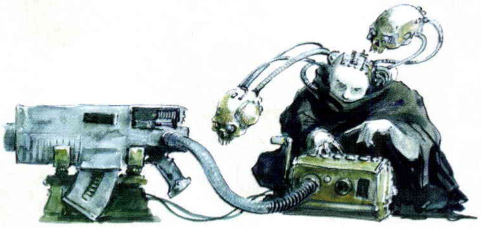
The turret-mounted battle cannon is the most common battle tank armament in the 41st Millennium. The heavy, explosive rounds of a battle cannon are capable of devastating infantry regiments and annihilating enemy tanks with equal ease.

	Range	S	AP	Type
Battle cannon	72"	8	3	Ordnance 1, Large Blast

BOLTGUNS

The boltgun, or bolter, fires small missiles known as 'bolts'. Each self-propelled bolt explodes with devastating effect once it has penetrated its target. There are many variations of boltguns, from the short-barrelled bolt pistol to the Vulcan mega-bolter often mounted on Titans and other super-heavy vehicles.

	Range	S	AP	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapis Fire
Storm bolter	24"	4	5	Assault 2
Heavy bolter	36"	5	4	Heavy 3
Vulcan mega-bolter	60"	6	3	Heavy 15



COMBI-WEAPONS

Combi-weapons are boltguns that have been specially modified by skilled artisans. Each has been expertly converted to house another weapon, commonly either a meltagun, plasma gun or flamer. This extra weapon carries only a limited charge, allowing the bearer a single shot – perfect for emergencies.

A model armed with a combi-weapon can choose to fire either the primary boltgun, or the secondary weapon. The bolter can be fired every turn, but the secondary weapon can only be fired once per battle (a combi-plasma gun can, of course, Rapid Fire). You cannot fire both weapons in the same turn. Each combi-weapon has only one secondary weapon.

PRIMARY WEAPON

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

SECONDARY WEAPONS

	Range	S	AP	Type
Flamer	Template	4	5	Assault 1
Meltagun	12"	8	1	Assault 1, Melta
Plasma gun	24"	7	2	Gets Hot, Rapid Fire

FLAMER WEAPONS

Flamers are short-ranged weapons that spew out highly volatile clouds of liquid chemicals that ignite on contact with air. They are primarily used to scour the enemy from defended positions, as walls are of no defence against blasts of superheated vapour.

	Range	S	AP	Type
Hand flamer	Template	3	6	Assault 1
Flamer	Template	4	5	Assault 1
Burna	Template	4	5	Assault 1
Dragon's breath flamer	Template	5	4	Assault 1
Flamespurt	Template	5	4	Assault 1
Heavy flamer	Template	5	4	Assault 1
Skorcha	Template	5	4	Assault 1
Heat ray (dispersed beam)	Template	5	4	Heavy 1
Incinerator	Template	6	4	Assault 1
Heavy incinerator	Template	6	4	Heavy 1, Torrent
Inferno cannon	Template	6	4	Heavy 1, Torrent
Flamestorm cannon	Template	6	3	Assault 1

LAS WEAPONS

Las weapons fire packets of explosive laser energy – the larger the gun, the more powerful the shot. Regardless of size, las weapons are incredibly reliable, making them favoured tools of war throughout the Imperium.

	Range	S	AP	Type
Hot-shot laspistol	6"	3	3	Pistol
Laspistol	12"	3	-	Pistol
Hot-shot lasgun	18"	3	3	Rapid Fire
Lasgun	24"	3	-	Rapid Fire
Multi-laser	36"	6	-	Heavy 3
Lascannon	48"	9	2	Heavy 1
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire

MELTA WEAPONS

Melta weapons are lethal anti-armour guns, most effective at very short range. When fired, the super-heating of the air produces a distinctive and sinister hiss. Solid rock is reduced to molten slag, and living creatures are vaporised in an instant!

	Range	S	AP	Type
Inferno pistol	6"	8	1	Pistol, Melta
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta

MISSILE LAUNCHERS

Missile launchers can fire a variety of different missiles, making them incredibly versatile weapons.

All missile launchers come with frag and krak missiles as standard, and some have the option to upgrade to include flakk missiles. Each time a missile launcher fires, the controlling player must choose which type of missile is being used.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 1, Blast
Flakk missile	48"	7	4	Heavy 1, Skyfire
Krak missile	48"	8	3	Heavy 1

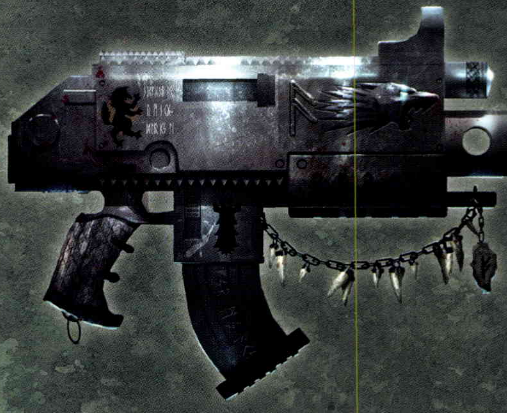
PLASMA WEAPONS

Plasma weapons fire pulses of searing energy that are extremely effective against heavy infantry and light vehicles. However, they generate enormous temperatures when fired and are thus prone to overheating – sometimes proving deadly to the firer.

	Range	S	AP	Type
Plasma pistol	12"	7	2	Pistol, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot

GRIMFANG'S CLAW

Godwyn pattern Boltgun, Space Wolf markings



Look to your battle-gear and it will protect you
We guard it with our lives
Your armour is your Soul, and your Soul's dedication its armour
The soul of a warrior is the shield of humanity
Honour the craft of death
Only the Emperor is higher in our devotion
Honour the battle-gear of the Dead
We ask only to serve

- Part of the Warrior's Catechism of Worship

STUB GUNS AND SHOTGUNS

This catch-all category covers various low-tech solutions to ranged warfare on high-tech battlefields. Encompassing such weapons as shotguns, stub guns and heavy stubbers (sometimes called sluggers), the common bond between all of these weapons is that they are, without exception, cumbersome, noisy and fairly primitive firearms. Often employed by gangers, law enforcement officers and even civilians across the Imperium, these weapons make a formidable din when fired, and are easy to maintain.

	Range	S	AP	Type
Stub gun	12"	3	-	Pistol
Heavy Stubber	36"	4	-	Heavy 3
Shotgun	12"	3	-	Assault 2
Space Marine shotgun	12"	4	-	Assault 2

SNIPER RIFLE

Sniper rifles have powerful telescopic sights, enabling the firer to target weak points and distant foes with unerring accuracy. Some commanders see the sniper rifle as a dishonourable weapon, but they are in the minority by far. Most understand that pragmatism, and dead enemies, win more battles than honour ever will.

	Range	S	AP	Type
Sniper rifle	36"	X	6	Heavy 1, Sniper

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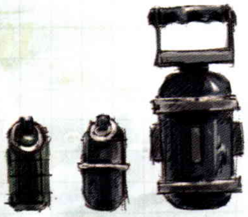
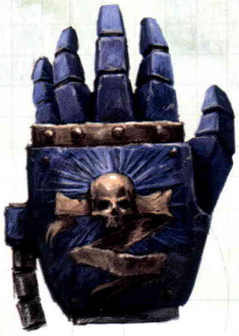


FRAG GRENADE, KRAK GRENADE & MELTA BOMB



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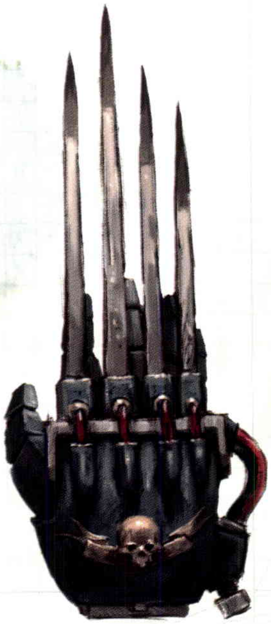
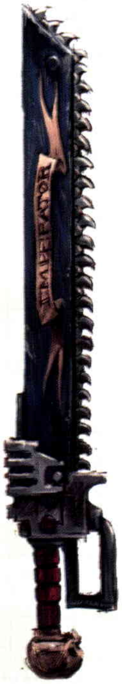
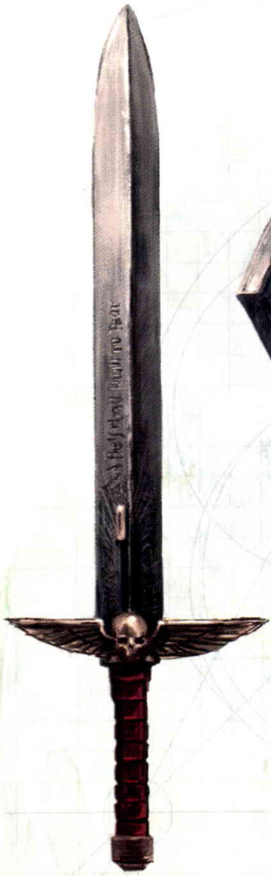


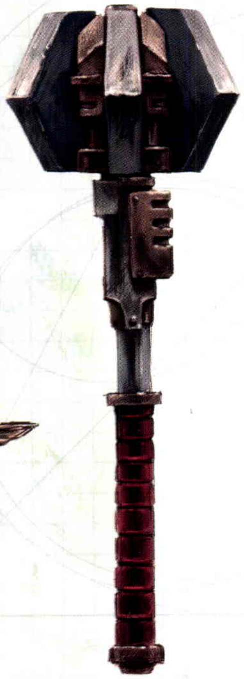
LIGHTNING CLAW



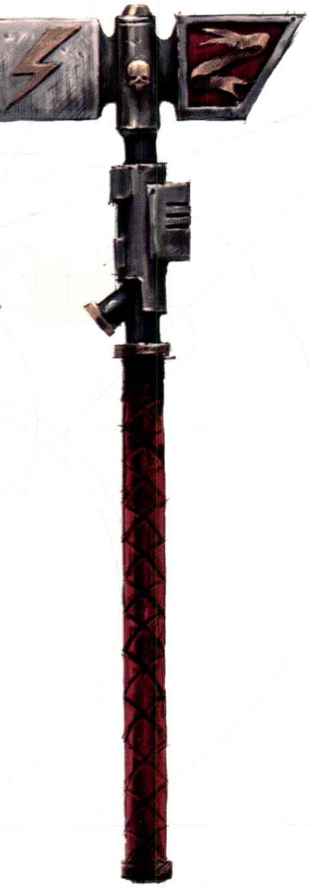
CHAINSWORD



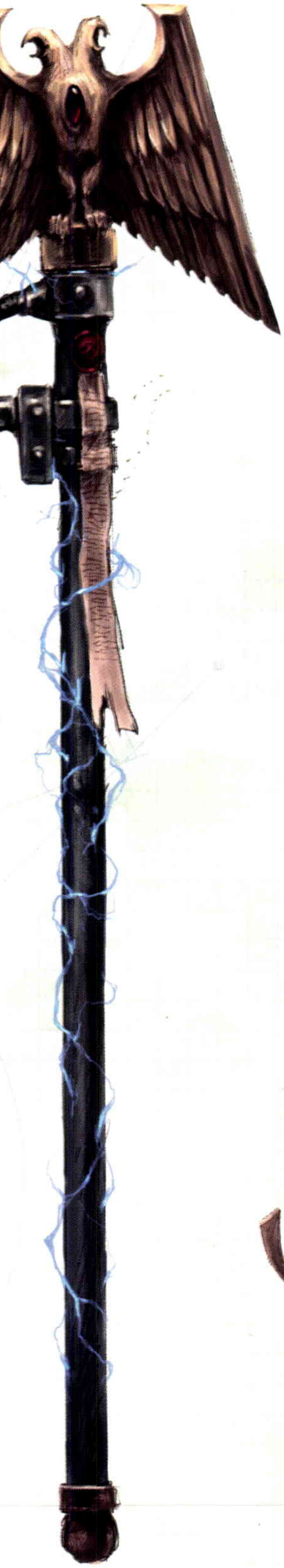
POWER SWORD



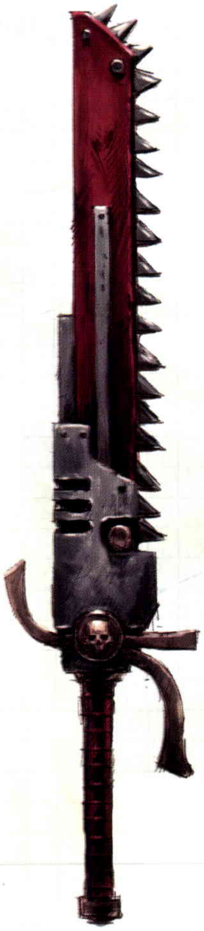
POWER MAUL



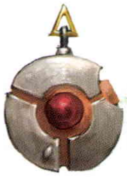
THUNDER HAMMER



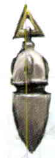
FORCE STAFF



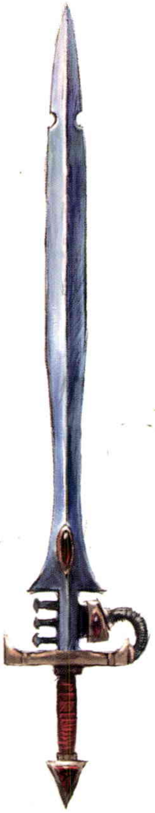
EVISCERATOR



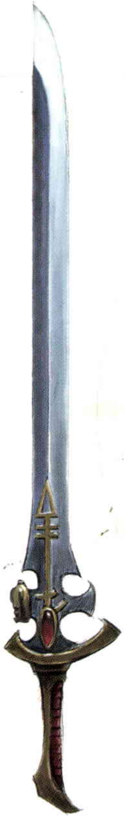
Eldar
Melta Bomb



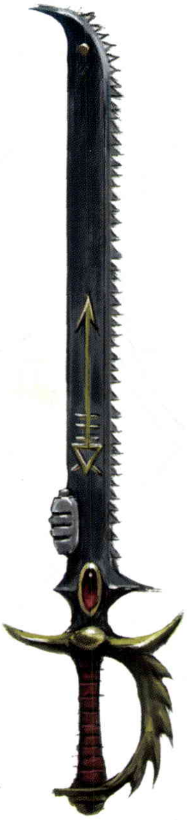
Plasma Grenade



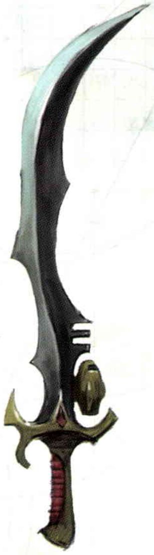
Witchblade



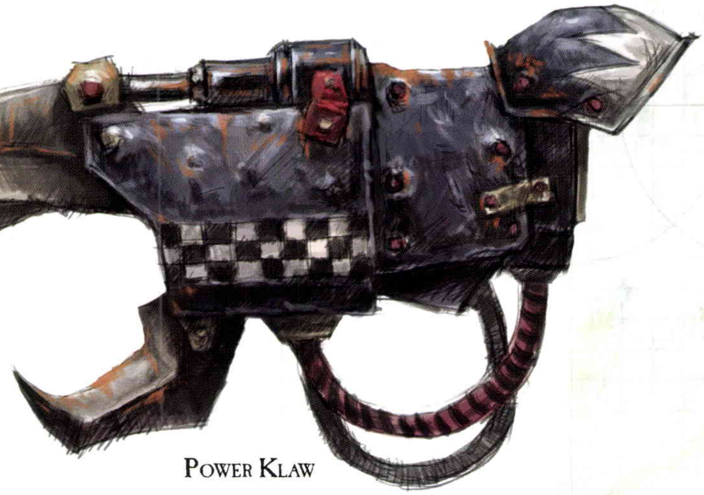
Eldar
Power Sword



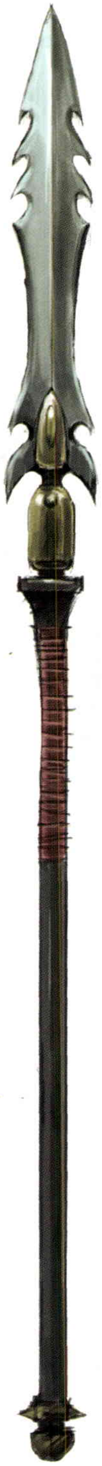
Eldar Scorpion
Chainsword



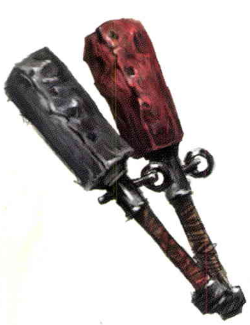
Eldar Raider
Power Sword



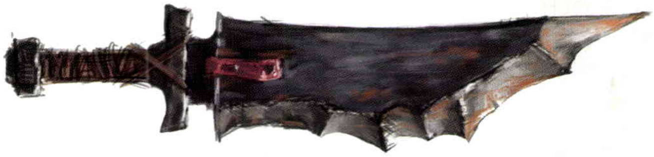
Power Klaw



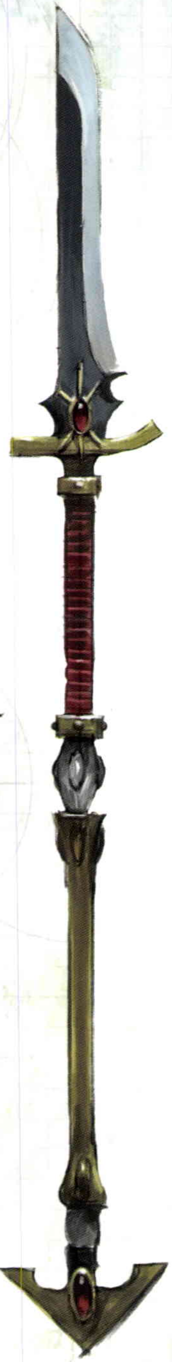
Eldar Raider
Power Spear



Stikkbombs



Choppa



Eldar
Power Spear

MELEE WEAPONS OF THE 41ST MILLENNIUM

Warriors across the galaxy employ a wide variety of close-quarter weapons. Blood-flecked chainswords and crude knives take their places alongside powered weapons of all kinds: swords, axes, hammers and many more. All such weapons are designed to bring quick and painful death to the foe, for every moment's delay brings defeat a step closer.

CHAINFIST

A chainfist is a power fist fitted with a chainblade attachment designed to carve its way through armoured bulkheads. Originally designed for getting into ships during boarding actions, the whirring adamantine blades of a chainfist have long since proven their worth when engaging armoured targets of all kinds.

	Range	S	AP	Type
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy

CHAINSWORDS

A chainsword is a high-powered chainsaw fitted with hilt, pommel and guard to make it less unwieldy. It is a common weapon across the Imperium, with a quite horrifying reputation for the damage it can inflict on unarmoured flesh.

	Range	S	AP	Type
Chainsword	-	User	-	Melee
Eviscerator	-	x2	2	Melee, Armourbane, Two-handed, Unwieldy
Heavy Chainsword	-	+2	5	Melee, Two-handed

DREADNOUGHT CLOSE COMBAT WEAPONS

Some troops are armed with huge close combat weapons – hammers, wrecking balls, claws and other crushing implements of death.

	Range	S	AP	Type
Dreadnought close combat weapon	-	x2	2	Melee

FORCE WEAPONS

Force weapons are potent psychic weapons used exclusively by trained Psykers. By instilling a portion of his mental might into the weapon, a Psyker can strike his foe with an incredible storm of power that ravages and overloads his enemy's nervous system, leaving him a mindless shell.

TYPES OF FORCE WEAPONS

Force weapons come in all shapes and sizes, but for the purposes of our game, we have three simple categories: Force axes, Force staves and Force swords.

If a model's wargear says it has a Force weapon that has no further special rules, look at the model to tell which type of Force weapon it has: if it's a sword or dagger, it's a Force sword; if it's an axe or halberd, it's a Force axe; if it's a blunt weapon like a staff or mace, it's a Force stave.

	Range	S	AP	Type
Force sword	-	User	3	Melee, Force
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force

UNUSUAL FORCE WEAPONS

Many models have unusual Force weapons that have one or more unique rules. If a Force weapon has its own unique close combat rules, treat it as an AP 3 Melee weapon with the additional rules and characteristics presented in its entry.

LIGHTNING CLAWS

Lightning claws are commonly used as matched pairs and consist of a number of blades, each a miniature power weapon, normally mounted on the back of the hand.

	Range	S	AP	Type
Lightning claw	-	User	3	Melee, Shred, Specialist Weapon

POWER KLAW

Orks favour brutal power klaws over the more sophisticated power fists of other races. Despite their crude aspect, power klaws lack nothing in terms of raw might and can tear open the flank of a vehicle as easily as snip the heads from enemy warriors.

	Range	S	AP	Type
Power klaw	-	x2	2	Melee, Specialist Weapon, Unwieldy

POWER FIST

A power fist is an armoured gauntlet surrounded by a disruptive energy field. It is an incredibly destructive, but bulky, weapon.

	Range	S	AP	Type
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy

POWER WEAPONS

A power weapon is sheathed in the lethal haze of a disruptive energy field that eats through armour, flesh and bone with ease.

Types of Power Weapons

Power weapons come in all shapes and sizes, but for the purposes of our game, we have four simple categories of power weapons: power axes, power mauls, power swords and power lances.

If a model's wargear says it has a power weapon which has no further special rules, look at the model to tell which type of power weapon it has: if it's a sword or dagger, it's a power sword; if it's an axe or halberd, it's a power axe; if it's a blunt weapon like a mace or staff, it's a power maul; if it's a spear or lance, it's a power lance.

	Range	S	AP	Type
Power sword	-	User	3	Melee
Power axe	-	+1	2	Melee, Unwieldy
Power maul	-	+2	4	Melee, Concussive
Power lance	-	+1/User*	3/4*	Melee

**Power lances have two profiles for both Strength and AP. The first is used only on a turn in which a model charges; the second is used at all other times.*

Unusual Power Weapons

Many models have unusual power weapons that have one or more unique rules. If a power weapon has its own unique close combat rules, treat it as an AP 3 Melee weapon with the additional rules and characteristics presented in its entry.

THUNDER HAMMER

Thunder hammers release a tremendous blast of energy when they strike, slamming the foe to the ground and leaving him stunned (if he survives at all). This, combined with the crushing weight of the hammer itself, makes for an incredibly deadly weapon.

	Range	S	AP	Type
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy

WITCHBLADES

Witchblades are arcane Eldar weapons that augment the wielder's physical might with that of his mind. They are the favoured weapons of Farseers and Warlocks alike.

	Range	S	AP	Type
Witchblade	-	User	-	Melee, Armourbane, Fleshbane

GRENADES

Grenades are small hand-held canisters packed with explosive charges and, sometimes, a more exotic payload, such as stumm gas. Grenades can be used to drive troops out of cover, set up smokescreens or even cripple tanks.

Some grenades can be used both in the Shooting phase and the Assault phase, albeit to different effect. **Only one grenade (of any type) can be thrown by a unit per Shooting phase.**

Vehicles and Monstrous Creatures

Some grenades can be used against vehicles and/or Monstrous Creatures, but have to be clamped in place to maximise effect.

A model can use such a grenade as a Melee weapon, but can only ever make one attack, regardless of the number of Attacks in its profile or any bonuses. Different grenades have different profiles when used in this manner, as explained below.

Unusual Grenades

Some grenades do not have a profile. Any effects that they have will be covered in their special rules. Unless specifically stated otherwise, these grenades cannot be thrown or used as a Melee weapon against vehicles or Monstrous Creatures.

ASSAULT GRENADES

Assault grenades, like the ubiquitous frag grenade, can be hurled at the enemy as your warriors charge into battle. The lethal storm of shrapnel from these grenades drives opponents further under cover for a few precious moments, allowing attackers more time to close in and, hopefully, get the first blow in against a disoriented foe.

Shooting

When a unit armed with assault grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Assault grenade	8"	3	-	Assault 1, Blast

Assault

Models equipped with assault grenades don't suffer the penalty to their Initiative for charging enemies through cover, but fight at their normal Initiative in the ensuing combat.

PLASMA GRENADES

Plasma grenades are a highly advanced type of assault grenade, commonly employed by the Eldar.

Shooting

When a unit armed with plasma grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Plasma grenade	8"	4	4	Assault 1, Blast

Assault

Models equipped with plasma grenades don't suffer the penalty to their Initiative for charging enemies through cover, but fight at their normal Initiative step in the ensuing combat.

Vehicles and Monstrous Creatures

Unlike ordinary assault grenades, plasma grenades can be used against vehicles and Monstrous Creatures in the Assault phase, using the following profile:

	Range	S	AP	Type
Plasma grenade	-	4	4	-

DEFENSIVE GRENADES

Defensive grenades, such as the photon grenades of the Tau, which emit multi-spectrum light and a sonic burst, have dual uses. When being charged, these are thrown to disorient the enemy attack; against shooting, they're hurled to throw up clouds of concealing gas or smoke.

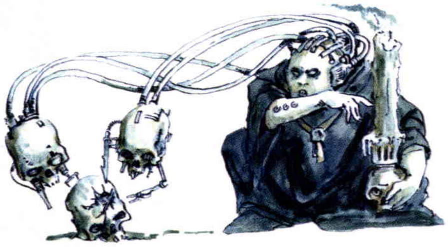
Shooting

A unit equipped with defensive grenades has the Stealth special rule against all shooting attacks targeting them, so long as:

- They are within 8" of the unit firing at them.
- They have not gone to ground.

Assault

Models charging units equipped with defensive grenades do not gain bonus Attacks from charging (see page 24). However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, these grenades have no effect and the attackers gain bonus Attacks as normal.



HAYWIRE GRENADES

Haywire grenades release electromagnetic pulses that disable or destroy vehicles.

Shooting

When a unit armed with haywire grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Haywire grenade	8"	2	-	Assault 1, Haywire

Assault

Unless used in assaults against vehicles, Haywire grenades have no effect. When used in assault against vehicles, haywire grenades have the following profile:

	Range	S	AP	Type
Haywire grenade	-	2	-	Haywire

KRAK GRENADES

Krak grenades are shaped charges, excellent for cracking the armour on light vehicles.

Shooting

When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Krak Grenade	8"	6	4	Assault 1

Assault

Unless used in assaults against vehicles or Monstrous Creatures, Krak grenades have no effect. When they are used in assaults against vehicles or Monstrous Creatures, krak grenades have the following profile:

	Range	S	AP	Type
Krak grenade	-	6	4	-

MELTA BOMBS

Melta bombs are fusion charges designed to burn through an armoured hull in a matter of seconds.

Vehicles and Monstrous Creatures

When used in assaults against vehicles or monstrous creatures, melta bombs have the following profile:

	Range	S	AP	Type
Melta bomb	-	8	1	Armourbane, Unwieldy

Characters

> 'A good soldier obeys without question. A good officer commands without doubt.'
>
> - *Tactica Imperium*

Veteran warriors, brilliant officers, possessed prophets and ferocious war-leaders can all inspire their troops to great feats of heroism (or fiendish bravery as the case may be) and are often quicker, stronger and more skilled in combat than those they lead. In Warhammer 40,000, these kinds of powerful individuals are called 'characters'.

Character Types

Most characters are fielded in units from the start of the game, and represent squad leaders, such as a Space Marine Veteran Sergeant. They have their own profile, but do not have a separate entry. They are effectively just another trooper in their unit, with enhanced characteristics and perhaps a wider selection of weapons and wargear choices. Other characters, such as Mephiston of the Blood Angels, fight as units on their own. They are either mighty, or feared enough by their own kind, that they don't take to the battlefield with other warriors. Regardless of their potency, all follow the rules for characters.

INDEPENDENT CHARACTERS

Some characters have the Independent Character special rule, which allows them to join other units (see page 39).

Characters as Leaders

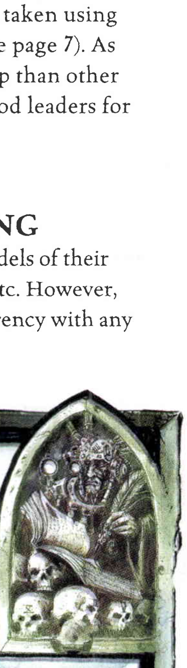
Remember that a unit's Leadership tests are taken using the highest Leadership value in the unit (see page 7). As characters normally have a better Leadership than other warriors, this means that they make very good leaders for units in your army.

Characters and Moving

Characters follow the movement rules for models of their type, whether Infantry, Jump Infantry, Bike, etc. However, remember that they must maintain unit coherency with any unit they are in (see page 11).

Forging a Narrative

Games of Warhammer 40,000 are often tales of the mighty deeds of heroes. With that in mind, it's always a good idea to name your characters. They won't necessarily fight any better if you do, but your victories will be all the sweeter.



Characters and Shooting

Characters shoot just like ordinary models of their type, although they sometimes have a better Ballistic Skill or exotic weaponry that sets them apart. If the character is in a unit, roll for him separately or use different coloured dice to differentiate his shots. He must fire at the same target as the unit he is in.

PRECISION SHOTS

If any of your character's shots roll 6 To Hit, these are Precision Shots. **Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit,** as long as it is in range, **rather than following the normal rules for Wound allocation.** This means that Precision Shots can be allocated against enemies with specialist weaponry, or even characters! A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll.

Note that Snap Shots and shots from weapons that scatter, or do not roll To Hit, can never be Precision Shots.

Characters and Assaults

Remember, a character that has joined a unit follows all the normal rules for being part of a unit. If a character is in a unit that charges into close combat, the character charges too, as it is part of the unit. If the character's unit is locked in close combat, he fights as part of the unit – either roll for him separately or use different coloured dice to differentiate his Attacks. Attacks are made and Wounds allocated just as with normal assaults – the character cannot be singled out.

If, when it is a character's turn to make a Pile In move, other friendly models are piling in at the same time, the character must move as soon as it is able, to get into base contact with an enemy. If this is not possible, then they must instead move as close to the enemy as they can – their place is at the forefront!

PRECISION STRIKES

Just like when shooting, if any of a character's close combat Attacks roll 6 To Hit, these are Precision Strikes. **Wounds from Precision Strikes are allocated against an engaged model (or models) of your choice in the unit he is attacking, rather than following the normal rules for Wound allocation.** If a Precision Strike Wound is allocated to a character, they can still make their Look Out, Sir roll.

CHALLENGES

Characters, no matter their rank or race, crave the chance to prove their battle skill. There is no more certain a way to do this than to vanquish enemy characters – preferably in full sight of one's allies.

ISSUING A CHALLENGE

Challenges are issued at the start of the Fight sub-phase, before any blows are struck. **Only one challenge can be issued per close combat** – the side whose turn it is has the opportunity to issue a challenge first. If that side chooses not to, then the other side can issue a challenge.

To issue a challenge, nominate a character in one of your units locked in the combat to be the challenger. We can then assume he's issued a suitably insulting challenge to the foe, probably impugning their courage, battle skill, heritage, devotion to questionable gods and overall slovenly aspect. You'll now have to wait and see whether a character amongst the enemy ranks chooses to step forwards and accept the challenge.

Once one challenge has been made, no further challenges can be issued in that combat whilst the previous challenge is ongoing. Obviously, if there are no characters in the enemy units, then a challenge cannot be issued. Characters that cannot fight or strike blows (including those that are not engaged with an enemy model) cannot issue challenges.

ACCEPTING A CHALLENGE

If your opponent has issued a challenge, you can now accept it – **nominate one of the characters in your unit to be the challengee**. Your opponent has probably decided which of your characters he wants to fight, in fact, this bias might affect how the challenge was framed ('Brother-Captain Minyos challenges thine craven Warlock to single combat!'), but the final choice is yours – he can't challenge a specific enemy, he just issues a challenge to the foe at large and sees who steps forwards. Characters that cannot fight or strike blows (including those that are not engaged with an enemy model) cannot accept challenges.

FORGING A NARRATIVE

You'll find your challenges much more satisfying if you go to the effort of concocting as suitably intimidating and characterful epithet to hurl at your opponent. This will be doubly effective if you can tailor the wording to match the challenger's temperament. Space Marines should be gruff, matter-of-fact and somewhat laconic. Eldar are prone to convoluted and metaphor-laden insults as likely to leave the foe confused as slighted (thus proving the Eldar's superiority twice over). Orks are crude and brutal (surprise!), Tyranids roar with bowel-loosening fury, and so on. Just remember that it's your opponent's character that you're trying to insult – not your opponent.

REFUSING A CHALLENGE

Alternatively, you can simply refuse the challenge and choose to have your character slink away with sullied honour but beating heart(s). **If you refuse, your opponent gets to nominate one of your characters from those that could have accepted. The chosen model cannot strike blows at all this turn,** as he is thereafter putting all of his effort into staying clear of the vengeful enemy character. Furthermore, **his Leadership cannot be used by the rest of the unit for the remainder of the phase** – skulking amongst the ranks is not the stuff of heroism!

Once a challenge has been refused, the model that issued it fights normally.

HEROIC STAND

A unit that consists only of a single character cannot refuse a challenge. He's got nowhere to hide.

FIGHTING A CHALLENGE

If a challenge has been accepted, it is time to move the two combatants into base contact with each other. Note that these moves cannot be used to move a character out of unit coherency. If possible, swap the challenger for a friendly model in base contact with the challengee. If this cannot be done, swap the challengee for a friendly model in base contact with the challenger. If neither of these moves would result in the two models being in base contact, 'swap' the challenger to as close as possible to the challengee and assume the two to be in base contact for the purposes of the ensuing fight. In case you were wondering, models that are moved to satisfy a challenge are not subject to Difficult or Dangerous Terrain tests. Wounds allocated to a character in a challenge cannot be reallocated by the Look Out, Sir rule. For the duration of the challenge, these two models are considered to be in base contact only with each other.

COMBATANT SLAIN

When one of the combatants in a challenge is slain, regardless of which Initiative step it is, the challenge is still considered to be ongoing until the end of the phase.

OUTSIDE FORCES

Whilst the challenge is ongoing, **only the challenger and challengee can strike blows against one another**. Wounds from other attackers cannot be allocated against either character – simply resolve the Wound allocation step as if the two characters were not there. Of course, this means a unit fighting an enemy unit consisting of only a single character model, such as Daemon Prince, will not be able to strike blows at all if that Daemon Prince is in a challenge.

MORAL SUPPORT (GET 'IM, BOSS!)

Sometimes, you'll find most of the models in one of your units are reduced to bystanders whilst a challenge plays out; the only enemy model still alive is a character, and he's in a challenge! However, when this occurs, we can happily assume that such bystanders are cheering their leader on, spurring him to redouble his efforts and doing everything they can to dishearten his foe.

If, at the start of any Fight sub-phase, one or more of your units is locked in combat with a single model who is fighting in a challenge, your character receives one re-roll for every five models forced to watch in this manner. These re-rolls can be used on his To Hit rolls, To Wound rolls or saving throws. Any re-rolls not used by the end of the phase are lost.

For example, Chapter Master Gabriel Seth is fighting Drakka's Ladz, a unit of 19 Ork Boyz led by Drakka, an Ork Nob (a total of twenty models). Drakka issues a challenge and Seth accepts. As Seth has no unit of his own to back him up, the Orks are busy cheering their boss on, throwing dung at Seth, and generally being off-putting. Accordingly, Drakka receives three re-rolls.

ASSAULT RESULT

Unsaved Wounds caused in a challenge count towards the assault result, alongside any unsaved Wounds caused by the rest of the characters' units.

ROUND TWO

If both competitors survive a challenge, and neither side fled from the combat, then they continue to fight in the next round of close combat. Note that, if a character with the And They Shall Know No Fear special rule is caught by a Sweeping Advance, the challenge must be reissued. He has fled from combat, after all, it doesn't matter that he didn't get away.

Even though further challenges cannot be issued in a combat until the existing challenge has been resolved, there is the possibility that another character in the fight might intercede in a Glorious Intervention.

GLORIOUS INTERVENTION

Even in the darkness of the 41st Millennium, there are still tales of personal heroism and glory. A plucky Imperial Guard Sergeant might throw himself into the path of a rampaging Ork Warboss in an attempt to preserve his officer's life. An Eldar Warlock, about to be cloven in two by the sweep of a Tyranid bonesword, might be saved as an Autarch darts in to parry the blow. These are the kinds of situations that the Glorious Intervention rule is here to represent, where one character hurls himself into harms way in order to defend another.

A character can declare a Glorious Intervention at the start of his own Fight sub-phase before any blows are struck, if a friendly character in the same combat is about to fight a second or subsequent round of a challenge.

FORGING A NARRATIVE

Though the characters in a challenge strike during their normal Initiative steps, many players like to resolve this crucial battle after all other models have struck their blows – challenges are dramatic encounters, and the participants deserve their moment of glory.

A character cannot declare a Glorious Intervention in the first round of a challenge or during the enemy turn. Nor can a character that cannot fight or strike blows (including those that are not engaged with an enemy model) declare a Glorious Intervention.

To see whether or not the Glorious Intervention has been successful, the intervening character must take an Initiative test.

If the test is failed, nothing happens – the character has not been quick enough. He fights the current round of close combat as normal.

If the test is passed, the character making the Glorious Intervention takes the place of the friendly character in the ongoing challenge. The character thus displaced now fights in the close combat according to the normal rules, whilst the character that made the Glorious Intervention fights in the challenge. The two characters now fighting the challenge should attempt to move into base contact with each other following the same rules as when the challenge was first accepted, with the character performing the Glorious Intervention as the challenger.

For example, Idrion, a Space Marine Sergeant has, through skill of arms (and lucky dice), survived the first round of a challenge against the infamous Daemon Prince Volgarax. Fortunately for Idrion, Brother-Captain Dantarion (Initiative 5) charged into the same combat this turn, and is now attempting to make a Glorious Intervention to save the Sergeant from his dread foe. Dantarion takes his Initiative test and rolls a 4, passing it with room to spare. He now fights Volgarax in this and subsequent rounds of the challenge, while Idrion fights in the rest of the combat as normal.

Note that, whilst it is possible for several Glorious Interventions to occur within the same challenge over the course of the game, **only one character can attempt a Glorious Intervention for each challenge per turn.**

PSYKERS

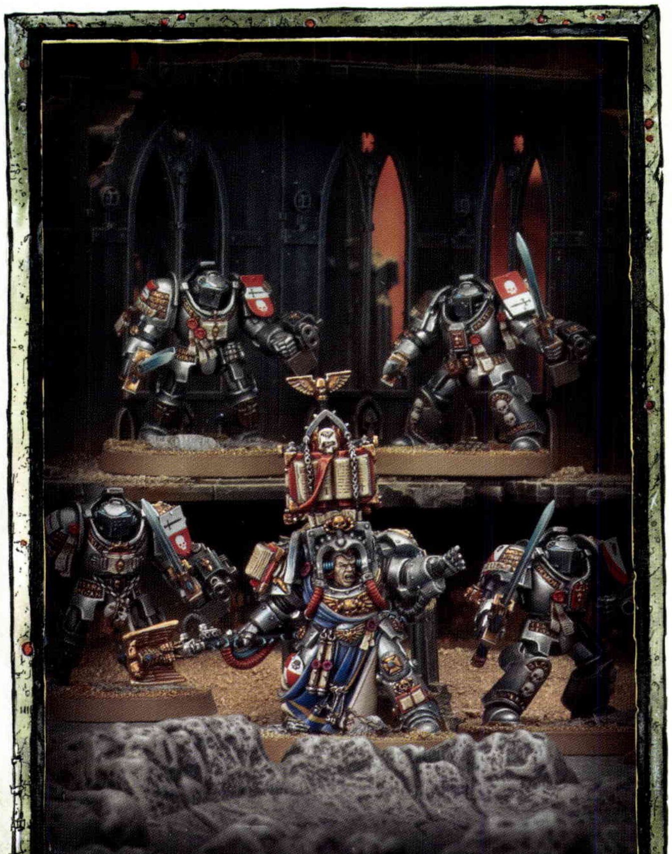
'What can a man know of the Universe who knows not his own mind?'
- *Book of the Astronomican*

Psykers are warriors gifted with awesome mental powers that enable them to channel the baleful energy of the Warp. Whilst commonly referred to as psychic powers, such abilities are nothing less than sorcery – though it suits many races in the galaxy to pretend otherwise.

PSYKERS

Psykers are incredibly powerful battle-mystics, able to unleash their simmering mental might in all manner of ways. However, to use his abilities to full effect, a Psyker must focus on a limited number of powers to hone and master.

Each Psyker knows one or more psychic powers, as detailed in their codex. These powers vary from race to race, and sometimes from one individual Psyker to another. Sometimes, a Psyker will have the option to know additional psychic powers, in which case, this will also be clearly shown in the relevant codex.



MASTERY LEVELS

The number of psychic powers a Psyker can use each turn depends on his Mastery Level. Even a Psyker with a Mastery Level of 1 is a fearsome foe. Psykers with a Mastery Level of 4 or higher are incredibly rare, and it is better for the galaxy that this is so – they are almost unbelievably powerful, and rarely submit to any authority other than their own.

ESTABLISHING MASTERY LEVEL

Psykers are assumed to be Mastery Level 1 unless it states otherwise in their codex entry. The Mastery Level is usually shown in parentheses after the Psyker special rule. For example: Psyker (Mastery Level 2). In older codexes, Mastery Level may be written out longhand in the form of a special rule that allows the Psyker to use more than one psychic power each turn – the number of powers that can be used per turn is their Mastery Level.

Unless otherwise stated, a Psyker knows a number of psychic powers equal to its Mastery Level. Where it is specifically stated, however, it is entirely possible for a model to use more psychic powers each turn than it actually knows. This is because a Psyker can sometimes activate certain items of wargear or other effects that, while not powers, take a toll of his psychic energy. To understand how this works, we first need to discuss Warp Charge.

WARP CHARGE

Each Mastery Level grants a Psyker a single Warp Charge point per turn. Warp Charge points can be expended in several ways; they can be used to fuel psychic powers, activate Force weapons or unlock the might of ancient artefacts that are scattered across the battlefields of the 41st Millennium.

GENERATING WARP CHARGE

A Psyker automatically generates his full allocation of Warp Charge points at the start of each turn. There's no need to do anything – it happens automatically. It's important to keep track of Warp Charge across the turn, either by making notes on your army roster, or by marking the Psyker with counters. Once a Warp Charge point has been used, it's gone. Any unused Warp Charge points are lost at the end of the turn.

For example, a model with the Psyker (Mastery Level 2) special rule generates two Warp Charge points at the start of each turn. Similarly, a model with a special rule that allows it to use three psychic powers a turn, and is therefore a Psyker (Mastery Level 3), generates three Warp Charge points at the start of each turn.

Manifesting Psychic Powers

Different psychic powers are used at different stages in the turn; some powers are used at the start of the turn, others are used at the start of a particular phase, or might replace a model's normal action within that phase. Sometimes, this will be specified in the psychic power itself. At other times, you'll need to refer to the power type listed in the psychic power.

A Psyker can attempt to manifest psychic powers even if he is falling back or has gone to ground. A Psyker cannot attempt to manifest the same psychic power more than once each turn – even if the manifestation attempt is not successful.

On a turn that a psyker arrives from reserve (see page 124) he cannot attempt to manifest any psychic powers that must be manifested at the start of the Movement phase.

Once a Psyker states which psychic power he is going to attempt to manifest, follow this sequence:

1. **Expend Warp Charge**
   Reduce the Psyker's Warp Charge.
2. **Declare Target**
   If the psychic power requires a target, choose it now.
3. **Take Psychic Test**
   The Psyker must now take a Psychic test. If the test is failed, the psychic power fails. If a double 1 or double 6 is rolled, the Psyker suffers Perils of the Warp, which is resolved immediately.
4. **Deny the Witch**
   If the Psychic test was passed and the target was an enemy, it now gets a chance to Deny the Witch and nullify the power. If the power is nullified, the attempt fails and nothing further happens.
5. **Resolve Psychic Power**
   Assuming that the Psychic test was passed and the power was not nullified by a Deny the Witch roll, it is now resolved.

EXPEND WARP CHARGE

When a Psyker wishes to use a psychic power, he must first expend a Warp Charge point. Make a note on the army roster – the point is expended whether or not the psychic power is ultimately manifested.

If a Psyker does not have any Warp Charge points remaining, he cannot use a psychic power. Some incredibly powerful psychic powers require the expenditure of more than one Warp Charge point – if this is the case, it will be clearly stated how many points must be expended within the power's rules.

DECLARE TARGET

If the psychic power requires a target, you must nominate it at this point. Unless otherwise stated, **the Psyker must have line of sight to his target**. This means that a Psyker embarked on a Transport can only target himself, his vehicle or another unit embarked on the same vehicle as the Psyker. Similarly, a Psyker outside a Transport cannot target a unit embarked within one.

PSYCHIC TEST

The Psyker must now pass a Psychic test to see if he can control the power he's calling upon.

A Psychic test is a Leadership test, however, where Leadership tests could be taken on the value of another model, a Psychic test is always taken on the Psyker's own Leadership – even the most inspiring general can't help a Psyker win his battle to control the roiling energies of the Warp.

If the test is passed, the psychic power is manifested successfully and can be resolved – although if it was used on an enemy unit, your opponent first has a chance to Deny the Witch (see page 68).

If the test is failed, the psychic power does not work, and nothing happens. In either event, there is a chance that the Psyker has come to the attentions of the denizens of the Warp.

Perils of the Warp

If the roll for the Psychic test is either a double 1 or double 6 (whether the test was passed or not) this indicates that something horrible has happened to the Psyker. The forces of the Daemon-haunted Warp claw at the Psyker's mind and threaten to engulf and destroy him. **The Psyker immediately suffers 1 Wound with no saves of any kind allowed**. Note that a Psyker who incurs Perils of the Warp on a roll of double 1 still uses his power, even if he is wounded or killed as a result.

For a thousand days the great barge of the Adeptus Astronomica sailed towards Earth. In the thirteen holds, each as cavernous as a temple nave, our human cargo sent up a great wailing and moaning. There were over two thousand souls bound for service: men, women and children; young and old; the sick and the sound. Only the children did not know. But I am a psyker like them, and I know their pain. I felt the chains as if they were upon my own limbs. I knew their fate, they had been tested and found wanting, they were too vulnerable, too dangerous to live. I am a guardian of the Adeptus Astronomica. Souls such as these I carry to the Emperor's table.

DENY THE WITCH

Psychic powers are fuelled by the Warp but channelled with willpower. Just as it takes great force of mind for a Psyker to unleash his mental might, his victims can sometimes nullify a psychic power's effects through sheer will.

If a psychic power is targeted on an enemy unit, and the Psychic test is passed, the target can attempt to Deny the Witch before the psychic power is resolved.

To Deny the Witch, the target's controlling player rolls a D6. If the roll is a 6, then the psychic power's effect on that unit is nullified – on any other result, the power is resolved on that unit as normal.

Of course, it's far easier to resist the effects of a psychic power if you have a Psyker of your own in close proximity. To represent this, apply the following modifiers to the dice roll (these modifiers are not cumulative; simply take the best that applies):

- If the target unit contains one or more Psykers of lesser or equal Mastery Level to the model manifesting the psychic power: +1
- If the target unit contains one or more Psykers of higher Mastery Level than the model manifesting the psychic power: +2

If a psychic power targets two or more units, each affected unit can attempt to Deny the Witch – only those that fail will suffer the effects of the psychic power.

RESOLVE PSYCHIC POWER

Assuming that the Psychic test was passed and the enemy did not nullify it through a successful Deny the Witch roll, you can now resolve the psychic power according to instructions in its entry. Unless otherwise stated, the effects of multiple different psychic powers are cumulative.

PSYCHIC HOOD

Psychic hoods are embedded with arcane constructions of psychically attuned crystals that allow a Librarian to extend his psychic protection to nearby allies.

Each time a unit (or model) is targeted by an enemy psychic power and is within 6" of a friendly model with a psychic hood, the wearer of the hood can attempt to Deny the Witch in their stead, as if he were in that unit.

If the Deny the Witch attempt is failed, the psychic power is resolved as normal, but effects only the initial target, not the wearer of the hood.

If a model with a psychic hood is embarked on a vehicle, he can only use the hood to protect the vehicle he is embarked upon.

TYPES OF PSYCHIC POWERS

There are many varieties of psychic power that are organised into distinct categories. These determine when in a turn a psychic power can be used, what the targeting requirements are and any other restrictions that apply along with its type, if it has one.

POWERS WITHOUT A TYPE

If a psychic power does not have a type, the rules for using it will be clearly expressed within its entry.

BLESSING

Blessings are manifested at the start of the Psyker's Movement phase. They grant extra abilities to the Psyker's allies, such as characteristic boosts or additional special rules. Blessings target a friendly unit(s) and, unless otherwise stated, last until the end of the following turn. Blessings can affect units that are locked in close combat and can affect the Psyker himself. Note that bonuses and penalties from different blessings are always cumulative, but cannot, unless otherwise stated, take characteristics above 10 or below 1.

CONJURATION

Conjurations are manifested at the start of the Psyker's Movement phase. They summon units across great distances, call new allies to the fray, or even create them from the raw stuff of the Warp. Each conjuration specifies the number and type of models to be conjured. When the power is resolved, the new unit then arrives on the battlefield via Deep Strike, within the power's maximum range. A unit that suffers a Deep Strike mishap and ends up in Ongoing Reserves, can Deep Strike anywhere on the board when they enter play. Note that conjured units arrive with only their basic wargear – they do not have any upgrades. Conjured units can never be scoring units (see page 123).

MALEDICTION

Maledictions are manifested at the start of the Psyker's Movement phase. They weaken the Psyker's enemies by reducing their characteristics or inflicting penalising special rules. Maledictions target one or more enemy units and, unless otherwise stated, last until the end of the following turn. Maledictions can affect units that are locked in close combat. Note that bonuses and penalties from different maledictions are always cumulative, but cannot, unless otherwise stated, take characteristics above 10 or below 1.

WITCHFIRE

Witchfire powers aer manifested during the Psyker's Shooting phase instead of firing a weapon. Witchfire powers are often referred to as psychic shooting attacks. Manifesting witchfire counts as firing an Assault weapon (unless otherwise noted). A witchfire power must roll To Hit, unless it is a Blast or Large Blast, in which case it scatters as normal, or is a Template weapon, which hits automatically. Saves can be taken against Wounds from witchfire in the same way as for any other shooting attack.

The Psyker must be able to see the target unit (or target point), cannot be locked in combat, must not have Run in the Shooting phase and must shoot at the same target as his unit, if he wishes to manifest witchfire. In the same way, if a Psyker targets a unit with witchfire, then he and his unit can only charge that target in the ensuing Assault phase. Note that, as witchfire is a Shooting attack, a Psyker embarked on a vehicle can target an enemy outside that vehicle by using a Fire Point.

Even if a Psyker has a special rule allowing him to manifest more than one psychic power per turn, he can manifest only one witchfire power – regardless of its subtype (see below). However, if he can shoot more than one ranged weapon per turn, he can use a different witchfire power in place of each (assuming he has enough Warp Charge).

There are several different sub-types of witchfire, each applying slightly different targeting restrictions. If the witchfire does not list a subtype, or simply describes itself as a psychic shooting attack, use the rules given above to resolve it. If it has one of the following subtypes, use the rules for that subtype.

Beam

To use a witchfire power with the beam sub-type, target a point within the power's range and trace a line (about 1mm thick) between the chosen point and the centre of the Psyker's base. The beam automatically hits all models (friend or foe), other than the psyker, under the line. The model closest to the Psyker suffers a hit at the beam's full Strength. The beam then hits the next closest model under the line, but its Strength is reduced by 1. The next model in line is then hit, with the Strength reduced by 1 again.

Continue until the Strength drops to 0, or there are no more models under the line. Note that models under the line can be hit even if the Psyker cannot draw line of sight to them. Additionally, the first model hit must be from the same unit that the rest of the Psyker's unit targets that phase.

If the line of the beam passes through a building, the building also takes a hit at the appropriate Strength. The beam then continues, hitting any other models under the line as normal; the building is essentially treated as another model. If the beam passes through the wall of a ruin, the Strength is reduced by one, as if it had encountered another model, and then continues on to hit any other models under the line as normal.

Focussed Witchfire

Some witchfire powers can pick out models in an enemy unit – these are called focussed witchfire powers. They follow all the normal rules for witchfire, but you can choose the specific model in the target unit that you want the power to affect. This isn't guaranteed, however, as such powers require great concentration which can easily be broken. Accordingly, when the Psychic test is taken for focussed witchfire, pay close attention to the actual number rolled. If the total is 5 or less and the Psychic test is passed, then the power is resolved against the model you chose. If the total is greater than 5 and the Psychic test is passed, randomly select a different model in the same unit for the power to be resolved against.

Maelstrom

A maelstrom power automatically targets and hits all units, friendly and enemy, within the power's maximum range, regardless of line of sight, being locked in combat, intervening models/terrain and so on. The actual effect of a maelstrom can vary. Some inflict damage, while others apply bonuses or penalties, in the same way as blessings and maledictions.

Nova

A nova power automatically targets and hits all enemy units within the psychic power's maximum range, regardless of line of sight, being locked in combat, intervening models/terrain and so on. Otherwise, a nova is treated like a shooting attack, and indeed will have a profile like a shooting attack.

VEHICLES

> 'That which I cannot crush with words, I will crush with the tanks of the Imperial Guard.'
> - *Lord Solar Macharius*

War is not a trade solely for living soldiers, but also for mighty war engines and Tanks. Rhinos and Land Raiders forge forwards through incoming fire, disgorging battle-ready Space Marines into the heart of the foe. Leman Russ Battle Tanks plough across the battlefield, battle cannons roaring and heavy bolters spitting death. Eldar Skimmers flit through the smoke-laced skies, darting through the enemy defences to attack crucial targets.

Such vehicles do not fight in the same manner as creatures of flesh and blood – that's why their rules have been compiled in this section. First we're going to look at the rules and characteristics that all vehicles have in common, then we'll cover more specialist sets of rules for Flyers, Tanks and more.

All mortal life is folly that does not feed the spirit.

VEHICLE CHARACTERISTICS

Vehicles have characteristics that define how powerful they are in a similar way to Infantry. However, their characteristics are different. Shown here is one example of a vehicle's profile:

		Armour			
Name	**BS**	**F**	**S**	**R**	**HP**
Leman Russ	3	14	13	10	3

BALLISTIC SKILL (BS)

Vehicles have a Ballistic Skill value just like other unit types and it represents the accuracy of the crew as they blast away at their enemy with the vehicle's weapons.

ARMOUR VALUE (AV)

The Armour Value (sometimes just referred to as Armour) of a vehicle tells you how hard it is to damage. Vehicles have separate Armour Values to represent the protection on their front (F), sides (S) and rear (R). Armour Values typically range from 10 to 14, depending on which side of the vehicle is being attacked, with the lightest armour usually on the rear, to represent vulnerable fuel tanks, engine compartments, etc.

HULL POINTS (HP)

Every vehicle has a number of Hull Points, indicating how much damage it can take before it is destroyed. This will normally be shown in the vehicle's characteristics profile. If no Hull Point characteristic is given in your codex, you'll find it as part of the vehicle profile in Appendix II.

TYPE

The different types of vehicle are: Chariot, Fast, Flyer, Heavy, Hover, Open-topped, Skimmer, Tank, Transport and Walker. These types can be combined to define, for example, a Fast Skimmer or an Open-topped Walker, in which case, the vehicle has all of the rules for all of its types.

VEHICLES & MEASURING DISTANCES

As vehicle models do not usually have bases, the normal rule of measuring distances to or from a base cannot be used. Instead, for distances involving a vehicle, **measure to and from their hull**, ignore gun barrels, dozer blades, antennas, banners and other decorative elements.

There is, however, the notable exception of a vehicle's weaponry. **When firing a vehicle's weapons, ranges are measured from the muzzle of the firing weapon, whilst line of sight is determined from the weapon's mounting point and along its barrel** (as explained later).

VEHICLE MOVEMENT

The distance a vehicle moves influences how accurately it can fire its weapons and how easy a target the vehicle will be if assaulted, as described later.

- A vehicle that remains **Stationary** will be able to bring its full firepower to bear on the enemy.
- A vehicle that travels up to 6" is said to be moving at **Combat Speed**. This represents the vehicle advancing slowly to keep firing, albeit with reduced firepower.
- A vehicle that travels more than 6" and up to 12" is said to be moving at **Cruising Speed**. This represents the vehicle concentrating on moving as fast as possible – all of its firepower will be wildly inaccurate.

Vehicles can turn any number of times as they move, just like any other model. **Vehicles turn by pivoting on the spot about their centre-point**, rather than wheeling round. Turning does not reduce the vehicle's movement. Pivoting on the spot alone does not count as moving, so **a vehicle that only pivots in the Movement phase counts as Stationary** (however, Immobilised vehicles cannot even pivot). Pivoting is always done from the centre of a vehicle to prevent it from accidentally moving further than intended or allowed. Just like other units, vehicles cannot move over friendly models.

DIFFICULT AND DANGEROUS TERRAIN

Vehicles attempting to move through broken terrain are not slowed like other units, but risk becoming stuck, bogged down or damaged.

Vehicles are not slowed down by difficult terrain. However, they treat all difficult terrain as dangerous terrain instead. A vehicle that fails a Dangerous Terrain test is instantly Immobilised (see page 74).

FORGING A NARRATIVE

Just as vehicles add an extra tactical dimension, they also present fresh opportunities for making sure that the story of your game unfolds as dramatically as possible. However, to make sure of this, you'll want to think about how vehicles will interact with your terrain. Has your terrain placement made it impossible for vehicles to access part of the board and, if so, is this appropriate? If you're enacting an epic gunfight in a cavern complex, it makes perfect sense that some passages are too tight for Tanks. If, however, you're ambushing a patrol, then it's probably more appropriate for Tanks to have free rein.

When discussing terrain at the beginning of the game, it's perfectly fine for players to agree that some terrain has a different effect on vehicles than it does on other units. For example, players might agree that Tank traps are dangerous or even impassable to vehicles, but clear terrain for other units. Similarly, you could agree that vehicles (or just certain vehicle types) treat barbed wire as clear terrain, and so on.

SHOOTING WITH VEHICLES

When a vehicle fires, it uses its own Ballistic Skill characteristic and shoots like any other unit. All its weapons must fire at a single target unit.

MOVING AND SHOOTING WITH VEHICLES

The accuracy of the weapons a vehicle can fire in the Shooting phase depends on how fast it has moved in that turn's Movement phase, as detailed below. **Vehicles always have the Relentless special rule.**

- A vehicle that remained **Stationary** can fire all of its weapons (remember that pivoting on the spot does not count as moving).
- A vehicle that moved at **Combat Speed** may fire a single weapon using its full Ballistic Skill. The vehicle can also fire Snap Shots with other weapons if it wishes. Though, of course, it cannot fire any weapons that cannot be fired as Snap Shots.
- A vehicle that moved at **Cruising Speed** can only make Snap Shots, as above.

VEHICLES & ORDNANCE WEAPONS

Unlike other units, vehicles can move and fire with Ordnance weapons. However, a vehicle that fires an Ordnance weapon can only make Snap Shots with its other weapons that turn.

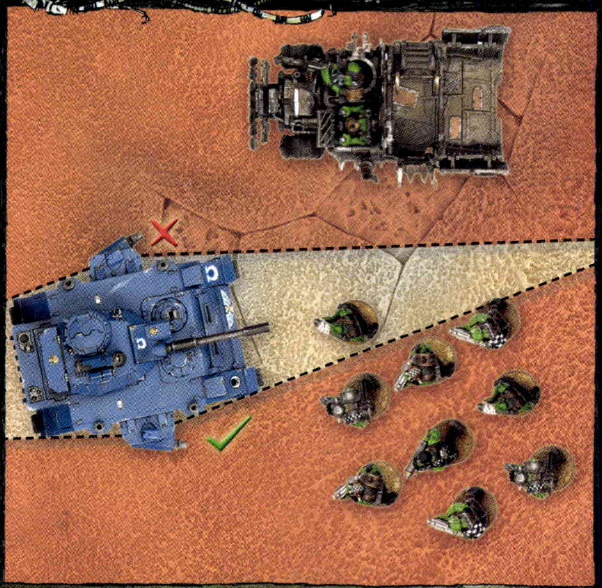
MOVING FLAT OUT

A vehicle can elect to move Flat Out instead of firing in the Shooting phase, immediately moving up to 6"; this move triggers Dangerous Terrain tests as normal. A Tank cannot move Flat Out in the same turn that it performs a Tank Shock.

VEHICLE WEAPONS & LINE OF SIGHT

Vehicles need to be able to draw a line of sight to their targets in order to shoot at them. When firing a vehicle's weapons, point them at the target and then **trace line of sight from each weapons' mounting and along its barrel** to see if the shot is blocked by terrain or models. If the target unit is in cover from only some of the vehicle's weapons, then work out the target's cover saves exactly as if each firing weapon on the vehicle was a separate firing unit.

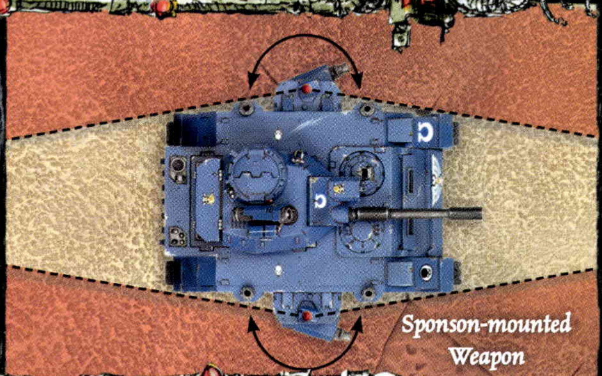
On some models, it will actually be impossible to literally move the gun and point it towards the target because of the way the model is assembled or because the gun has been glued in place. In this case, players should assume that the guns on a vehicle are free to rotate or swivel on their mountings. In the rare cases when it matters, assume that guns can swivel vertically up to 45°, even if the barrel on the model itself cannot physically do that! Additionally, assume all hull-mounted weapons can swivel horizontally up to 45°.



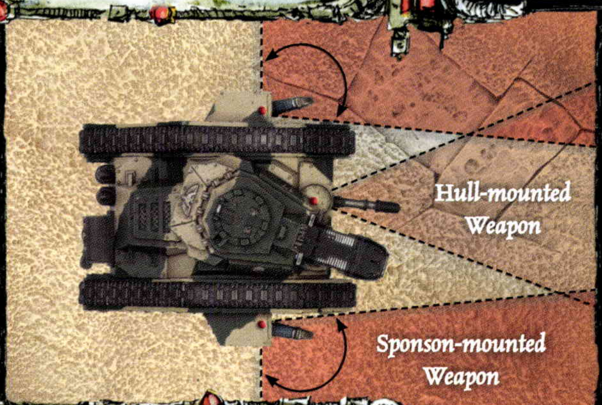
VEHICLE WEAPONS AND LINE OF SIGHT

The Predator is firing at the Orks. The weapon on the left sponson cannot draw a line of sight to the chosen target, and so it cannot be fired.

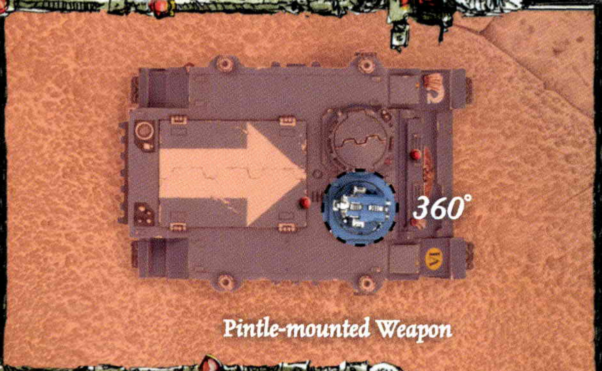
ARC OF SIGHT 1



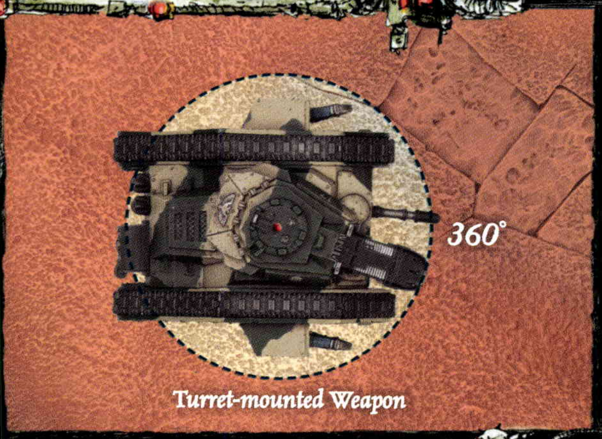
ARC OF SIGHT 2



ARC OF SIGHT 3



ARC OF SIGHT 4



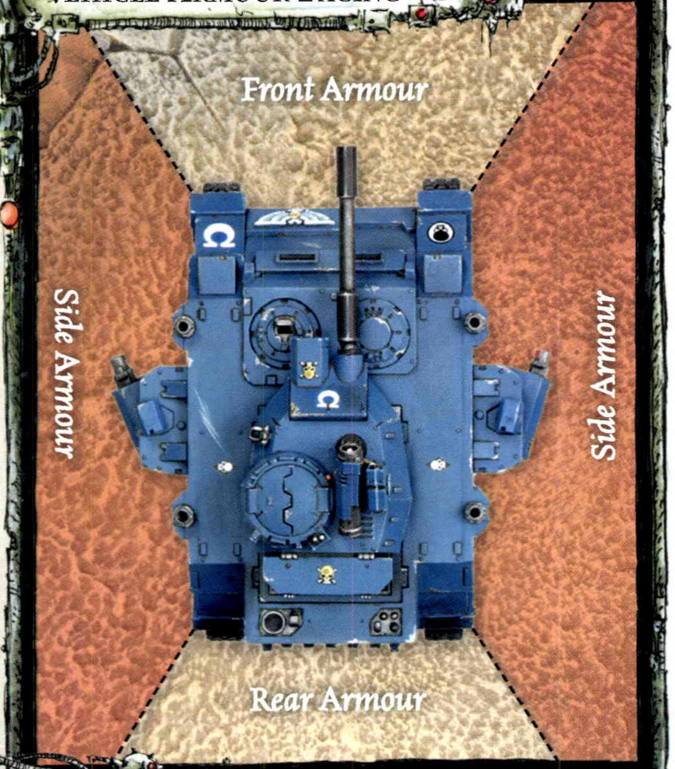
SHOOTING AT VEHICLES

When a unit fires at a vehicle, it must be able to see its hull or turret (ignoring the vehicle's gun barrels, antennas, decorative banner poles, etc.). Note that, unlike for other models, a vehicle's wings are not ornamental and are a part of its hull. As the whole unit must fire at the same target, this often means that some of their weapons can't damage the target vehicle, so we assume that the other members of the squad are providing covering fire, bringing forward ammunition for Heavy weapons or simply keeping their heads down. If the target vehicle is in range, roll To Hit as normal. If any hits are scored, roll for each to see if they penetrate the vehicle's Armour Value, as explained next.

VEHICLE FACING AND ARMOUR VALUES

Not all vehicles are equally armoured. Countless layers of adamantium and ceramite plates protect some Tanks, while lighter vehicles rely more on their speed to avoid incoming fire. As such, vehicles have different Armour Values, representing the thickness of their armour. Armour Values for individual vehicles often vary between its front, side and rear facings. **Shots are resolved against the facing of the vehicle that the shot comes from. To see what facing a shot is coming from, draw two imaginary lines through the corners of the vehicle** (see diagram below). If a unit has firing models in two or more different facings of a target vehicle (some models in the front and some in the side, for example), shots are resolved separately for each facing. The direction a turret is facing has no bearing on what arc of a vehicle you are firing at.

VEHICLE ARMOUR FACING



BLAST WEAPONS

When firing a Blast or Large Blast weapon at a vehicle, place the marker with the hole over any part of the vehicle's hull and then roll for scatter as normal. In the case of multiple blasts, the vehicle will be hit once each time any part of a blast marker ends up over the vehicle or its base. The armour penetration roll is resolved against the Armour Value facing the firer, regardless of the position of the marker, using the full Strength of the weapon.

TEMPLATE WEAPONS

If a vehicle, or its base, is even partially under a template, it is hit on the Armour Value facing the firer.

ARMOUR PENETRATION ROLLS

Hitting a vehicle is no guarantee that you will actually damage it. Once a hit has been scored on a vehicle, roll a D6 and add the weapon's Strength, comparing this total with the Armour Value of the appropriate facing of the vehicle.

- If the total is less than the vehicle's Armour Value, the shot has no effect.
- If the total is equal to the vehicle's Armour Value, the shot inflicts a **glancing hit**.
- If the total is greater than the vehicle's Armour Value, the shot inflicts a **penetrating hit**.

For example, a lascannon shot hits the front of a Space Marine Predator (Armour Value 13). Rolling a D6, the player rolls a 4 and adds this to the lascannon's Strength of 9, for a total of 13. Because this equals the Predator's Armour Value, it inflicts a glancing hit.

VEHICLE DAMAGE TABLE

D6	Result
1-2	**Crew Shaken.** *The vehicle is rocked by the attack, but no serious damage is sustained (or perhaps the crew have decided that it is time to quickly relocate).* The vehicle can only fire Snap Shots until the end of its next turn.
3	**Crew Stunned.** *The vehicle's crew is knocked about by the attack, or perhaps all of the vehicle's targeting and steering systems are temporarily scrambled.* The vehicle can only fire Snap Shots until the end of its next turn. The vehicle cannot move unless it is a Zooming Flyer. If the vehicle is a Zooming Flyer (see page 80) it instead can only move 18" and cannot turn.
4	**Weapon Destroyed.** *The strike causes critical damage to part of the vehicle's armament.* One of the vehicle's weapons (randomly chosen) is destroyed – including any combi- or built in weapons. This can include vehicle upgrades that function as weapons, such as pintle-mounted storm bolters or hunter-killer missiles. Do not count weapons that have run out of ammunition – they're already non-functional for the most part. If a vehicle has no weapons left, treat this result as an Immobilised result instead (see below).
5	**Immobilised.** *The vehicle has taken a hit that has crippled a wheel, track, grav plate, jet or leg.* An Immobilised vehicle cannot move – it may not even pivot, but its turret may continue to rotate to select targets, and other weapons retain their normal arcs of fire. Any Immobilised results suffered by an already Immobilised vehicle, or a Flyer with Locked Velocity (see page 81) instead remove an additional Hull Point.
6	**Explodes!** *The vehicle is ripped apart in a spectacular explosion, as its fuel and ammo detonate.* The vehicle is destroyed. Nearby units suffer a Strength 3, AP – hit for each model within D6" of the vehicle (roll for the distance once, regardless of how many times the result is inflicted), as flaming debris scatters across the area. The vehicle is then removed and replaced with scattered wreckage (area terrain) or a crater roughly the same size as the vehicle (if you have one).

HIGH AP WEAPONS

Some weapons are so destructively powerful that they can inflict masses of damage in a single strike.

If an AP 2 weapon scores a penetrating hit add a +1 modifier to the roll on the Vehicle Damage table.

If an AP 1 weapon scores a penetrating hit, add a +2 modifier to the roll on the Vehicle Damage table.

RESOLVING DAMAGE

A hit on a vehicle can have a variety of results. Its armour could be completely pierced, yet merely result in an area of shattered hull and a nasty shock for the crew. Alternatively, a lucky shot could detonate the ammunition cases or fuel tanks held within the vehicle, resulting in an explosion of titanic proportions.

GLANCING HITS

If a glancing hit was scored, the vehicle loses 1 Hull Point.

PENETRATING HITS

If a penetrating hit was scored, the vehicle not only loses 1 Hull Point, but also suffers additional damage. **After deducting any Hull Points, roll a D6 for each shot that penetrated the vehicle's armour.** Apply any appropriate modifiers (they are all cumulative) and look up the result using the Vehicle Damage table on the left. You must roll on the Vehicle Damage table even if the vehicle loses sufficient Hull Points to be Wrecked, as there is still a chance that it Explodes!

WRECKED VEHICLES

A vehicle that is reduced to 0 Hull Points is immediately Wrecked. The tortured vehicle simply cannot take any more. The vehicle is destroyed, and its crew are slain. The model is left in place and becomes a wreck.

Wrecked vehicles are left on the table and effectively become a piece of terrain (conferring a 5+ cover save), counting as both difficult and dangerous terrain. Players must clearly mark that a vehicle has been Wrecked in a way they consider suitable. For example, they can turn the vehicle, or just its turret, upside down (but not sideways to gain extra cover!), or place a marker or cotton wool on it to represent smoke and flames.

VEHICLES AND COVER – OBSCURED TARGETS

Vehicles do not benefit from cover in the same way as Infantry – their sheer size and bulk mean they cannot take advantage of cover as well as smaller, more agile troops. They can, however, position themselves in such a way as to make it harder for the enemy to hit them in a vulnerable location. The difference from the way cover works for other models is represented by the following exceptions to the normal rules for cover:

- At least 25% of the facing of the vehicle that is being targeted (its front, side or rear) needs to be hidden by intervening terrain or models from the point of view of the firer for the vehicle to be in cover. If this is the case, the vehicle is obscured (or 'hull down'). If a unit is firing at a vehicle, the vehicle is obscured only if it is 25% hidden from the majority of the firing models that are able to damage the vehicle. If a unit has firing models in two or more different facings of a target vehicle, work out whether or not the vehicle is obscured separately for each facing, using only models firing at that facing.

- Vehicles are not obscured simply for being inside area terrain. The 25% rule given above takes precedence.

- Obviously, vehicles cannot Go to Ground, voluntarily or otherwise. If the target is obscured and suffers a glancing or penetrating hit, it must take a cover save against it, exactly like a non-vehicle model would do against a Wound (for example, a save of 5+ for a wood and so on). If the save is passed, the hit is discarded, no Hull Points are lost and no roll is made on the Vehicle Damage table. If a special rule or a piece of wargear makes a vehicle obscured even if in the open, this is a 5+ cover save, unless specified otherwise in the codex.

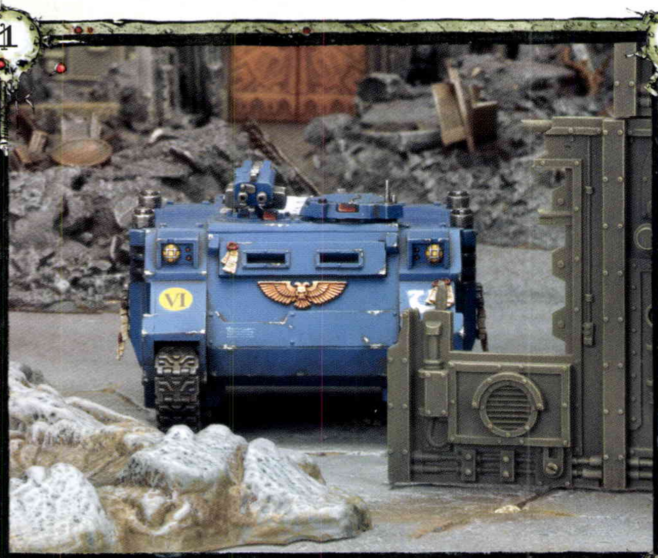
It may rarely happen that the firing unit cannot see any part of the facing they are in (front, side or rear), but they can still see another facing of the target vehicle. In this case, they may take the shot against the facing they can see, but to represent such an extremely angled shot, the vehicle receives a cover save one point better than that given by the cover obscuring the vehicle's other facing.

FORGING A NARRATIVE

One of the greatest pleasures to be had in the Warhammer 40,000 game is zooming vehicle models about the battlefield, unleashing the firepower of armoured behemoths and, conversely, blowing up those vehicles that belong to the enemy. The destruction of a vehicle is usually a spectacular event that can totally change the course of the game, and vehicle wrecks become important pieces of terrain unto themselves. But how best to represent such high-octane carnage?

Some like to demonstrate their vehicular misfortune by turning a destroyed vehicle onto its top. A few go even further and sculpt battle damage underneath the vehicle to complement this approach. However, many vehicles have delicate parts on top, so players often object to treating their beautifully painted tanks in such a rough and ready manner, and adopt a different solution. We know several gamers who use cotton wool to represent the smoke billowing from destroyed vehicles, a visually pleasing solution and doubly handy if someone spills their tea.

1



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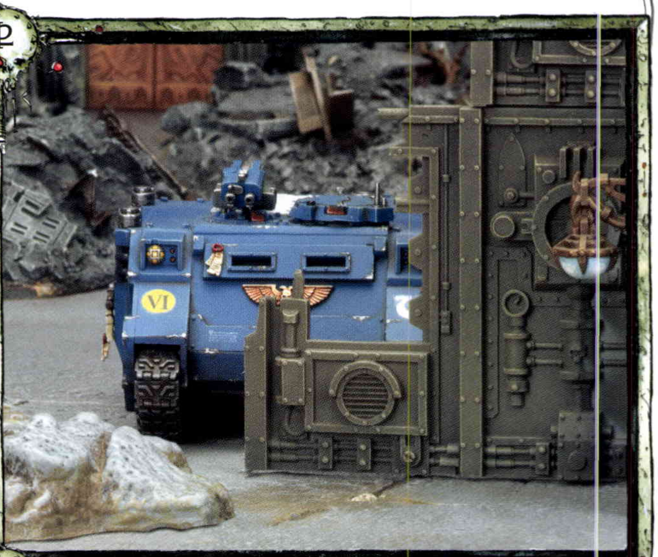


OBSCURED VEHICLES

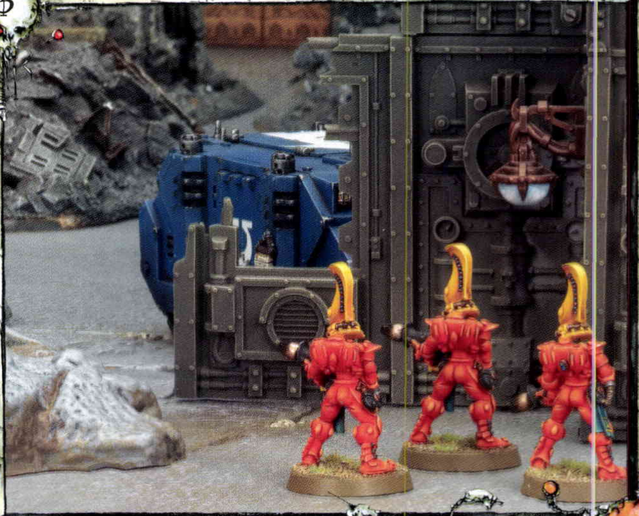
In these 3 pictures a unit of Eldar Fire Dragons are shooting at a Space Marine Rhino. In each case they are in its front arc.

Picture 1: Less than 25% of the front of the Space Marine Rhino is hidden by the ruin – the Rhino is not obscured.

Picture 2: More than 25% of the front of the Space Marine Rhino is hidden by the ruin – the Rhino is obscured and will receive 4+ cover save from the ruin.

Picture 3: The entirety of the front of the Space Marine Rhino is hidden by the ruins. However, part of the side of the Rhino is still visible. The Rhino is obscured, and gains +1 to its cover save, for a 3+ cover save.

3



VEHICLES AND ASSAULTS

Vehicles can be both very dangerous and very vulnerable at close quarters. On one hand, massively armoured vehicles can scatter Infantry before them, as no one in their right mind would wish to be caught beneath the tracks of an eighty-tonne Tank bearing down on them! On the other hand, a stationary vehicle can often be very easily destroyed, as individuals clamber over it, attaching all manner of grenades and shooting into vulnerable spots.

ASSAULTING WITH A VEHICLE

Vehicles cannot charge. Note that Walkers (see page 84) and Chariots (see page 82) are exceptions to this.

ASSAULTING A VEHICLE

Infantry can pose a grave threat to vehicles if they get close enough. They can wreck a vehicle by shooting through vision slits, planting explosives on fuel tanks, tearing open hatches to attack the crew or committing some other equally imaginative act of mayhem.

CHARGING A VEHICLE

A unit can charge a vehicle in their Charge sub-phase. The charge move is conducted the same as charging other enemy units. However, a unit cannot charge a vehicle that it cannot hurt – it must have some possibility, no matter how small, of being able to inflict at least a glancing hit.

VEHICLES AND OVERWATCH

Unless specified otherwise, vehicles cannot make Overwatch fire – it takes too long to bring their weapons to bear.

FIGHTING THE ASSAULT

Hitting vehicles in close combat is very straightforward due to their size. We can safely assume that any unit that has been able to reach a vehicle has been travelling swiftly enough to land a blow upon it with relative ease – though care must still be taken to strike a vital point. Accordingly, **all vehicles are treated as being Weapon Skill 1, provided that they moved in the previous turn – otherwise they are treated as being Weapon Skill 0.** The exceptions are Walkers (see page 84), which have varying Weapon Skills, and Immobilised non-walker vehicles, which are always treated as having Weapon Skill 0.

ARMOUR PENETRATION IN ASSAULT

Armour Penetration is worked out in the same way as for shooting (D6 + the Strength of the attacker). In close combat, however, **all hits are resolved against the vehicle's rear armour**, to represent the chance of attacking a vulnerable spot.

ASSAULT RESULTS

Combats against vehicles are very different from those among other unit types. For a start, **whilst vehicles can be assaulted, they do not Pile In and cannot be locked in combat**. At the end of a round of close combat against a vehicle, **calculate the assault result as normal, counting each glancing hit as 1 Wound, and each penetrating hit as 2 Wounds.**

If the vehicle loses the combat, nothing happens. **There are no Sweeping Advances, no Pile Ins and no Consolidation moves**. The vehicle and the enemy remain where they are and are free to simply move away in future turns.

If the vehicle wins the combat, the enemy must make a Morale check as normal, and Fall Back if they fail, though the vehicle cannot Consolidate or make a Sweeping Advance.

SUCCESSIVE TURNS

If a vehicle that has been assaulted (and survived) does not move in its successive Movement phase, enemy models will still be in base contact with it during its Shooting and Assault phase. Enemy models that are in base contact with a vehicle are not locked in combat and can therefore be shot during the Shooting phase. If the vehicle pivots on the spot (to shoot at its attackers for example), move these models out of the way as you shift the vehicle and then place them back into base contact with the vehicle – or as close as possible if there is no room.

Units that still have models in base contact with a vehicle during its Assault phase may attack it again, just as in a normal ongoing combat (including all models that would count as engaged in a normal assault).

VEHICLES, LEADERSHIP AND MORALE

It is assumed, in all cases, that the crew's faith in their vehicle, and its considerable armour plating, is absolute. Therefore, **vehicles never take Morale checks for any reason.** Any occasional lapses that do occur are represented by Crew Shaken and Crew Stunned results on the Vehicle Damage table.

BATTLE DAMAGE

Some damage results debilitate rather than destroy vehicle models. Tanks can find themselves Immobilised by a thrown track, have their weapon systems crippled or shot off altogether, or be stunned into inactivity for a turn. Marking these events can be a little tricky. Some players leave the weapons and turrets on their models unglued so that they can be carefully removed during battle. This helps with ease of transport and is a great way to represent Weapon Destroyed results – just take the relevant weapon off altogether.

A different approach is to place a dice on or next to the vehicle, showing the number that corresponds with the appropriate damage result. You could even invest in a set of damage markers. These have specific icons for each of the damage results, so you just need to place the relevant marker on or next to the vehicle when damage is inflicted. As with many aspects of the wargaming hobby, there is no 'right answer' – just make sure that your opponent is happy with whatever convention you decide upon.

VEHICLE SQUADRONS

Most vehicles fight as individual units and are represented by a single model. However, some vehicles, such as Ork Warbuggies and Eldar Vypers, operate together in what are known as squadrons. Squadrons are treated like normal units, with a few exceptions and clarifications as described below.

MOVING SQUADRONS

The vehicles in a squadron must maintain coherency, just like models in ordinary units, but **vehicles in a squadron need only remain within 4" of each other, rather than within 2"**. Indeed, they can move at different speeds, provided they maintain unit coherency.

SHOOTING WITH SQUADRONS

All of the weapons fired by a squadron of vehicles in each phase must target a single enemy unit. Like other units, vehicles in squadrons can see and shoot through members of their own unit, just as if they were not there. This represents the vehicles manoeuvring around each other in a well-practiced battle formation.

SQUADRONS MOVING FLAT OUT

Vehicles in squadrons can declare individually whether or not they are going to move Flat Out. Note that unit coherency must still be maintained. Those that do not move Flat Out can shoot as normal.

SHOOTING AT SQUADRONS

When a squadron of vehicles is shot at, roll To Hit as normal. Once you have determined the number of hits, these **hits must be resolved, one at a time, against the model in the squadron closest to the firing unit** – exactly like you would resolve Wounds on a normal unit. Once the nearest model in the squadron is destroyed (i.e. is Wrecked or Explodes), the next hit is allocated against the new nearest model, and so on.

ASSAULTING SQUADRONS

When a squadron is struck in close combat, roll To Hit as normal, and resolve those hits, one at a time, first against squadron models in base contact, then against models further away, once the closest model is destroyed, just like normal.

DAMAGING SQUADRONS

As vehicle squadrons don't have Wounds or Toughness, we have to allocate hits to them slightly differently to other, more conventional, units. To do this, **allocate individual hits, rather than individual Wounds, one at a time, to the closest model in the squadron.** Then roll for Armour Penetration against the correct facing (so against the rear armour in close combat) and determine the result of any glancing or penetrating hits. When this has been done, resolve the next hit, and so on, until all hits have been allocated and resolved.

ABANDONING SQUADRON-MATES

Over the course of the battle, it is likely that one or more members of a squadron will suffer an Immobilised result, preventing it from moving. **If a member of a squadron is Immobilised, the rest of the squadron are permitted to 'abandon' it. To do so, the rest of the squadron must move out of unit coherency with it; treat the Immobilised model(s) as a separate unit from then on.** This cannot be done if a member of a squadron has only been Crew Stunned – we assume, in this case, that its squadron-mates rally to its defence until a full recovery is made.

TRANSPORTS

Some vehicles can carry Infantry across the battlefield, providing speed and protection. Of course, if the Transport is destroyed, the passengers risk being burnt alive in the explosion.

Transports have several additional characteristics: Transport Capacity, Fire Points and Access Points.

TRANSPORT CAPACITY

Each Transport vehicle has a maximum passenger capacity that can never be exceeded. **A Transport can carry a single Infantry unit and/or any number of Independent Characters** (as long as they are also Infantry), **up to a total number of models equal to the vehicle's Transport Capacity.** The entire unit must be embarked on the Transport if any part of it is – a unit cannot be partially embarked or be spread across multiple Transports.

Only Infantry models can embark upon Transports (this does not include Jump or Jet Pack Infantry), unless specifically stated otherwise. Some larger Infantry models count as more than one model for the purposes of Transport Capacity, and this will be specified in the model's rules.

Sometimes, there will be constraints on which types of models can embark upon a particular vehicle, and this will be specified in the unit's entry. Space Marine Terminators, for example, cannot embark upon a Rhino or Razorback, although they can be transported by a Land Raider.

UNSHAKABLE NERVE

Units embarked upon Transports are Fearless while they are embarked (they draw great resolve from their seemingly impervious position).

DEDICATED TRANSPORTS

Sometimes a unit entry in a codex will include a Transport option, allowing a vehicle to be selected together with the unit. These Dedicated Transports do not use up a slot on the force organisation chart (see page 109). Other vehicles may also have a Transport Capacity, but they are chosen separately as normal and occupy a force organisation chart slot of their own.

The only limitation of a Dedicated Transport is that when it is deployed, it can only carry the unit it was selected with (plus any Independent Characters that have joined it). After the game begins, it can then Transport any friendly Infantry unit, subject to Transport Capacity and other special exclusions, as explained in the vehicle's entry.

FIRE POINTS

A Transport might have a number of Fire Points defined in its entry. A Fire Point is a hatch or gun slit from which one or more passengers inside the vehicle can fire shooting weapons (or use witchfire/psychic shooting attacks).

Unless specified differently in the vehicle's entry, **a single passenger can fire out of each Fire Point and the other transported models cannot fire.** Ranges and line of sight are measured from the Fire Point itself. If an embarked model fires a Template weapon from a Fire Point, discount the hit scored against the vehicle – we assume the weapon has been fired in a sufficient arc to clear the Transport's hull. Note that the passengers can shoot at a different target to the vehicle itself. Models firing out of a vehicle that moved at Combat Speed count as having moved that turn. Models firing out of a vehicle that moved at Cruising Speed can only fire Snap Shots that turn. They cannot fire if the vehicle moves Flat Out or uses smoke launchers that turn.

ACCESS POINTS

Each vehicle capable of carrying passengers will have a number of Access Points defined in its entry. These are the doors, ramps and hatches that passengers use to get in and out of the vehicle (see below for more details). Transports on flying bases also count the base as an Access Point.

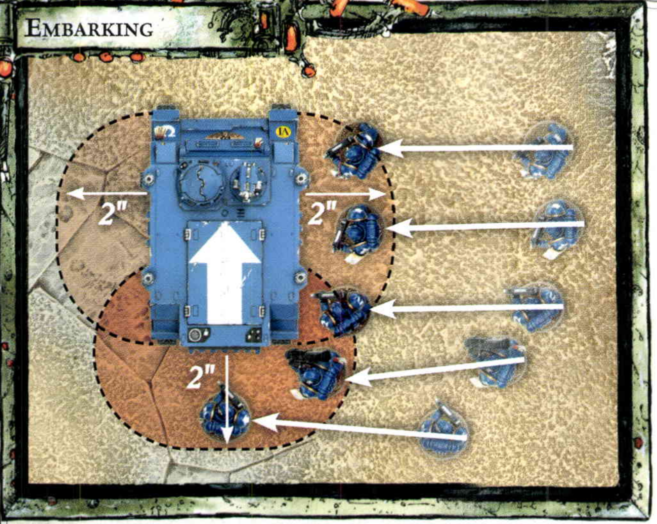
EMBARKING AND DISEMBARKING

Models can only voluntarily embark or disembark in the Movement phase. They cannot voluntarily embark and disembark in the same turn. However, they can embark and then be forced to disembark if their Transport is destroyed.

EMBARKING

A unit can embark onto a vehicle by moving each model to within 2" of its Access Points in the Movement phase – Difficult and Dangerous Terrain tests should be taken as normal. The whole unit must be able to embark – if some models are out of range, the entire unit must stay outside. When the unit embarks, remove it from the table and place it aside, making a note that the unit is being transported. If the players need to measure a range involving the embarked unit (except for its shooting), this range is measured to or from the vehicle's hull.

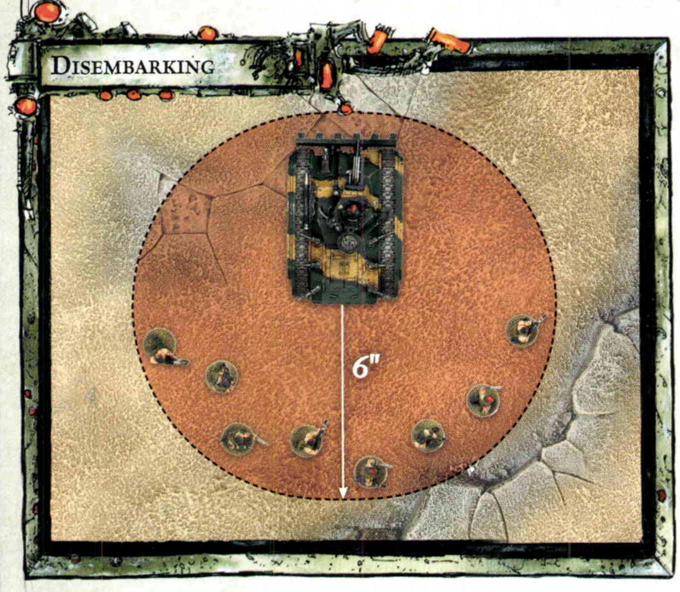
If the vehicle moved before its passengers got aboard, it cannot move further that turn (including pivoting on the spot or moving Flat Out). If the vehicle did not move before its passengers got aboard, it can move as normal after they have embarked. In either case, a vehicle cannot Tank Shock or Ram in a turn that a unit embarks upon it.


EMBARKING

DISEMBARKING

A unit that begins its Movement phase embarked upon a vehicle can disembark either before or after the vehicle has moved (including pivoting on the spot, etc) so long as the vehicle has not moved more than 6".

If the vehicle had not moved before the unit disembarked, the vehicle can then move normally. If the vehicle had already moved before the unit disembarked, the vehicle cannot move further (including pivoting on the spot) that turn. In either case a vehicle cannot Tank Shock or Ram on a turn that a unit disembarks from it.


DISEMBARKING

PLACING DISEMBARKED MODELS

When a unit disembarks, place the models one at a time, using the following method: place the first model in base contact with one of the vehicle's Access Points. If the model cannot be placed in base contact with the Access Point due to the vehicle's flying base, place it so its body is in contact with the Access Point. In either case, a disembarking model's base cannot be placed within 1" of an enemy model or within impassable terrain.

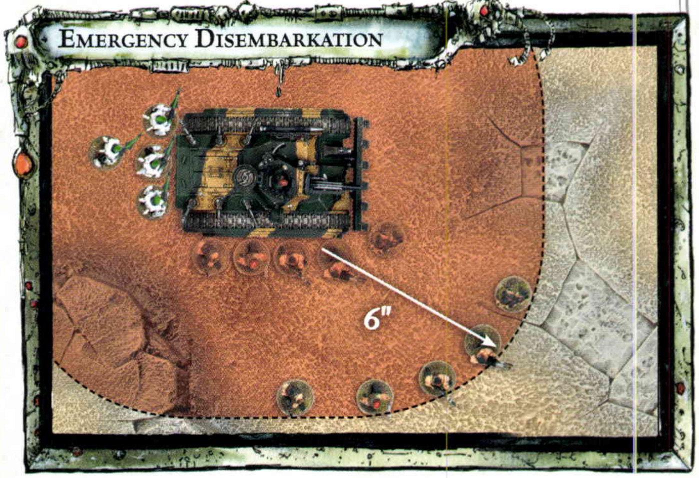
The model can then make a normal move – Difficult and Dangerous Terrain tests should be taken as normal, **but it must end its move wholly within 6" of the of the Access Point it disembarked from** (we assume that any distance that is lost because of this has been used getting out of the Transport). Repeat this process for each model in the unit. **At the end of the unit's move, all models must be in unit coherency.**

DISEMBARKATION RESTRICTIONS

After disembarking, models can shoot, counting as having moved, or choose to Run in their subsequent Shooting phase, but cannot declare a charge in their subsequent Assault phase.

EMERGENCY DISEMBARKATION

If any models cannot disembark, because of enemies or because they would end up in impassable terrain, the unit can perform an emergency disembarkation. In this case, a model can be placed anywhere in contact with the vehicle's hull and can then move as for a normal disembarkation. **The unit cannot then perform any voluntary actions for the rest of the turn.** If even this disembarkation is impossible, because it is impossible to place one or more models, then the unit can't disembark.


EMERGENCY DISEMBARKATION

INDEPENDENT CHARACTERS & TRANSPORTS

If an Independent Character (or even more than one) and a unit are both embarked upon the same vehicle, they are automatically joined, just as if the Independent Character was within 2" of the unit. If either an Independent Character or a unit is already in a vehicle, the other may join them by embarking too (assuming, of course, that there is enough space). The unit and the Independent Character(s) can, in a later Movement phase, disembark together as a single unit. Alternatively, they can separate by either the unit or the Independent Character(s) disembarking while the others remain on board. They can even separate by disembarking at the same time, so long as they end their moves more than 2" away from each other.

TRANSPORTS AND ASSAULTS

If a Transport vehicle is assaulted, an embarked unit can fire Overwatch at the attackers out of its Fire Points. If a Transport vehicle is Wrecked or Explodes, any Wounds caused to its passengers do not count towards combat resolution and surviving passengers are not locked in combat with the units assaulting their Transport vehicle.

EFFECT OF DAMAGE ON PASSENGERS

When a Transport sustains damage, it can also have an effect on its passengers as described below:

- **Crew Shaken.** Passengers can only make Snap Shots in their next Shooting phase, but are otherwise unaffected.

- **Crew Stunned.** Passengers cannot shoot in their next Shooting phase, but are otherwise unaffected.

- **Weapon Destroyed & Immobilised.** These results have no effect on passengers.

- **Wrecked.** The passengers must immediately disembark in the usual manner (see page 79), save that they must end their move wholly within 3" rather than 6". If, even by performing an emergency disembarkation, some models are unable to disembark, then any models that cannot disembark are removed as casualties. This does not prevent the rest of the unit from disembarking. The unit must then take a Pinning test. After this, the vehicle becomes a wreck.

- **Explodes!** The unit suffers a number of Strength 4, AP– hits equal to the number of models embarked. Resolve these as for shooting hits, except that the controlling player allocates any Wounds caused. Surviving passengers are placed where the vehicle used to be; any models that cannot be placed are removed as casualties. The unit then takes a Pinning test.

As all models in a single unit fire simultaneously, a squad cannot wreck a Transport and then fire at its occupants. However, if a Transport is destroyed by a shooting attack, any unit that shot it that turn can, if allowed, charge the now disembarked passengers.

FLYERS

The airspace above a battle is thronged with activity. Fighters and bomber craft hurtle through the skies, duelling with one another and providing fire support for the troops on the ground.

AERIAL SUPPORT

Flyers must begin the game as Reserves – it takes time for a Warlord to organise and coordinate air support.

FLYERS AND MEASURING

Flyers have flying bases that suspend them above the battlefield. However, distances are still measured to and from the Flyer's hull, with the exceptions of the vehicle's weapons and Fire Points, which all work as normal. The base of a Flyer is effectively ignored, except for when:

- The Flyer is being assaulted, in which case models may move into contact with the vehicle's hull, its base or both.

- Models are embarking or disembarking from the Flyer, in which case the base of the Flyer is used as the Access Point.

FLYERS AND OTHER MODELS

Models that physically fit under a Flyer model can move beneath it. Likewise, a Flyer can end its move over such models. However, when moving this way, enemy models must still remain 1" away from the base of the Flyer, and the Flyer cannot end its move with its base within 1" of other enemy models.

ZOOM

Flyers can usually only make a special kind of move called Zoom. Some can also Hover – see page 81. Zooming allows the Flyer to move at fantastic speeds, making it very difficult to shoot down, but limiting its manoeuvrability. **If a Flyer Zooms, it has a Combat Speed of 18" and a Cruising Speed of 36".** However, as a certain amount of forward thrust is required for the vehicle to stay in the air, a Zooming Flyer **can never voluntarily move less than 18"**. If a Zooming Flyer is forced to move less than 18" in its own Movement phase, it is automatically Wrecked.

To represent its limited manoeuvrability, a Zooming Flyer **can only make a single pivot on the spot of up to 90° before it moves**. Thereafter, it must move directly forwards in a straight line. In a turn in which a Flyer enters the board from reserve, it can do so facing any direction you wish, providing that the resulting move will not carry it off the board again. A Zooming Flyer can move over intervening units and impassable terrain exactly as a Skimmer. In addition, a Zooming Flyer does not have to take Dangerous Terrain tests even if it starts or stops over difficult, dangerous or impassable terrain. Finally, models cannot embark upon, or disembark from, a Zooming Flyer.

Zoom, Tank Shock and Ramming

Zooming Flyers cannot Tank Shock or Ram nor can they be Tank Shocked or Rammed.

Zooming and Shooting

Flyers have sophisticated targeting systems designed to work at the fastest speeds. Zooming Flyers **can fire up to four of their weapons using their full Ballistic Skill if they have moved at either Combat Speed or Cruising Speed that turn.**

HARD TO HIT

Zooming Flyers are incredibly difficult targets for troops without suitably calibrated weapons and scopes. **Shots resolved at a Zooming Flyer can only be resolved as Snap Shots** (unless the model or weapon has the Skyfire special rule, as described on page 42). Template, Blast and Large Blast weapons cannot hit Flyers in Zoom mode.

ZOOM AND FLAT OUT

A Zooming Flyer that goes Flat Out must move forwards in a straight line between 12" and 24".

EVADE

If a Zooming Flyer comes under fire, the pilot can throw his craft into a series of evasive manoeuvres in an attempt to avoid taking damage. After the enemy has rolled To Hit against one of your Flyers, but before armour penetration rolls are made, you can choose to Evade until the end of your next turn. **An evading Flyer has the Jink special rule, but only fires Snap Shots.**

ASSAULTING ZOOMING FLYERS

Due to their high speed (and presumably high altitude), **Zooming Flyers cannot be assaulted.**

LEAVING COMBAT AIRSPACE

It's quite likely that a Flyer making a Zoom move will leave the board, either deliberately or by accident. If this happens, the Flyer is said to have left combat airspace – it then enters Ongoing Reserves (see page 125). A Flyer that leaves combat airspace must Zoom back on when it returns from Ongoing Reserves, even if it has the Hover type.

FLYERS AND DAMAGE RESULTS

Zooming Flyers follow the exceptions given below.

LOCKED VELOCITY

If a Zooming Flyer suffers an Immobilised result, its velocity is locked. **A Flyer with Locked Velocity cannot change speed for the rest of the game**, but must continue to Zoom at either Combat Speed or Cruising Speed (whichever it was using when it suffered the Immobilised result). Once a Flyer's velocity is locked, it **cannot Evade and cannot move Flat Out**. A Flyer with Locked Velocity can still turn before it moves as normal and if it leaves the board will enter Ongoing Reserves as normal.

CRASH AND BURN

If a Zooming Flyer is Wrecked or Explodes, its flaming debris rains down on the battlefield. **Centre the large blast marker over the Flyer – it then scatters 2D6".** Any model under the blast marker's final position suffers a Strength 6, AP – hit. The Flyer is then taken off the board. If the Flyer is also a Transport, any models within suffer a Strength 10 hit with no armour saves allowed. Survivors are placed anywhere within 3" of the blast marker's final position and in unit coherency. Any models that cannot be placed are removed as casualties.

SPECIAL RULES

Flyers can choose whether or not to use the Skyfire special rule at the start of each Shooting phase. They don't have to use the Skyfire special rule, but if they do, all weapons they fire that turn are treated as having the Skyfire special rule.

SPECIAL WEAPON SYSTEMS

Flyers have access to two special weapon systems: missiles and bombs. **Missiles can be used while either Hovering or Zooming. Bombs can only be used while Zooming.**

MISSILES

Many Flyers are armed with a special kind of weapon called a missile, clearly denoted by their name: Bloodstrike Missiles, Implosion Missiles, and so on are good examples.

Missiles are one use only, but most Flyers carry two or more to maintain a steady weight of fire throughout the game. **A maximum of two missiles can be fired per Shooting phase,** and they count towards the number of weapons fired that turn.

BOMBS AND BOMBING RUNS

Some Flyers are armed with bombs, specialised munitions designed to be dropped onto enemies below. Unlike other weapons, **bombs are used during the Flyer's Movement phase, in a special kind of attack called a Bombing Run**. A Flyer can drop up to one bomb in its Movement phase. If it does so, it counts as having already fired one weapon in its following Shooting phase, however, any additional weapons it fires that turn can choose a different target to that of the bomb.

To make a Bombing Run, a Flyer must be Zooming. After the Flyer has finished moving, **centre the bomb's blast marker on any one model the Flyer has passed over that turn and scatter it D6"**. Any model under the blast marker's final position is hit, resolved using the bomb's profile.

A Flyer that makes a Bombing Run during its Movement phase cannot move Flat Out later in the turn.

HOVER 'TYPE'

A Flyer that has the Hover type can choose to Hover instead of Zooming. Hovering makes the Flyer slower, but considerably more agile.

A Flyer with the Hover type must declare whether it is going to Zoom or Hover before it moves each Movement phase. This means that, if the Flyer arrives from reserve, you must declare which type of movement it is using before placing it on the board. If a Flyer is in a squadron, all vehicles in the squadron must choose the same type of movement.

If a Flyer is hovering, it is treated exactly as a Fast Skimmer. This makes it more manoeuvrable, but often limits the number of weapons it can fire.

CHARIOTS

Chariots are personal war machines for high-ranking characters who prefer to survey the battlefield from a lofty perch. They differ from other Transports in that they can only carry a single passenger – a character – referred to hereafter as the rider.

MOVING CHARIOTS

Chariots move normally for a vehicle of their type. In addition, if the Chariot is a Skimmer, the rider can make Sweep Attacks.

SWEEP ATTACK

The rider can make a Sweep Attack each turn in the Movement phase. To make a Sweep Attack, **pick one unengaged enemy unit the Chariot has moved over this turn and roll a D6 for each Attack the rider has on his profile**. If the Chariot moved at Combat Speed this turn, it hits on rolls of 3+; if it moved at Cruising Speed, it hits on rolls of 4+. Each hit is resolved at the rider's Strength, plus any Strength bonuses, AP value and special abilities from his Melee weapon. Resolve hits against the rear armour of vehicles. Use Random Allocation (see page 15). Sweep Attacks can be Precision Strikes (see page 63) and no cover saves are allowed against Wounds, glancing hits and penetrating hits caused by a Sweep Attack.

SHOOTING AT CHARIOTS

Chariots are shot at in exactly the same way as other vehicles – the rider cannot be targeted separately from his Chariot. Shooting attacks must always be resolved against the Chariot.

ASSAULTING WITH CHARIOTS

Unlike other vehicles, a Chariot is allowed to declare a charge in the Assault phase – provided that it did not move Flat Out in the preceding Shooting phase. As long as the charge range is sufficient to bring the hull (or base) into contact with the target unit, the charge is successful. Remember that, as a vehicle, the Chariot will need to take a Dangerous Terrain test if it charges through difficult terrain. If it fails this test, it is Immobilised and the charge also fails. However, rather than not moving at all, as is normal when a charge fails, the chariot comes to a halt as soon as it enters the terrain that Immobilised it.

FIGHTING FROM A CHARIOT

While a Chariot cannot strike blows in close combat, it's an excellent fighting platform for its rider. Accordingly, **the rider of the Chariot is treated as being in base contact with all enemy models that are themselves in contact with the Chariot**. This means that the Chariot's rider can both strike, and be struck by, such models. Note that, as a vehicle, the Chariot (and its rider, whilst embarked) cannot be locked in combat.

CHALLENGES

A rider cannot issue or accept challenges from the back of a Chariot, nor can he perform a Glorious Intervention.

IMPROVED SAVE

Chariots inevitably have a protective cowling or a series of force fields in their design, which we represent by allowing the rider +1 to his armour saves against Wounds caused in close combat.

CREW

In addition to the rider, some Chariots have crew. The crew of a Chariot are considered to be part of the Chariot itself, can never be targeted separately from the vehicle, and cannot attack.

SPECIAL RULES

Until his Chariot is destroyed, and whilst he remains embarked upon it, the rider has the Fearless special rule. The Chariot itself has the Hammer of Wrath special rule, but gains D6 Attacks rather than one, resolved at Strength 6, AP –, unless otherwise stated.

OPEN-TOPPED VEHICLES

Some vehicles have only a little armour, making them more vulnerable to damage because of their lightweight construction. However, such vehicles make for excellent assault transports as their payload can disembark with much greater ease.

THE VEHICLE DAMAGE TABLE

A lack of armour leaves vital parts of these vehicles vulnerable. If a vehicle is Open-topped, add a +1 modifier to any rolls on the Vehicle Damage table (this is cumulative with other modifiers).

OPEN-TOPPED TRANSPORTS

Open-topped vehicles do not have specific Access Points. Instead, all of the vehicle is considered to be an Access Point (regardless of any base they may have).

PASSENGERS SHOOTING FROM OPEN-TOPPED TRANSPORTS

Open-topped Transports do not have specific Fire Points. Instead, all passengers in an Open-topped Transport can fire, measuring range and line of sight from any point on the hull of the vehicle.

PASSENGERS CHARGING FROM OPEN-TOPPED TRANSPORTS

Acting as an ideal attack platform, all Open-topped Transports are Assault Vehicles (see page 33).

HEAVY VEHICLES

Heavy vehicles are particularly ponderous. They are less war machines than mobile fortresses – slow but very durable.

MOVING HEAVY VEHICLES

Heavy vehicles can never move faster than Combat Speed and can never elect to move Flat Out.

SHOOTING WITH HEAVY VEHICLES

For the purposes of determining which weapons a Heavy vehicle can fire (and at what Ballistic Skill), Heavy vehicles are always treated as having remained Stationary.

FAST VEHICLES

Fast vehicles are the exact opposite to Heavy vehicles – swift-moving and often fragile. They are commonly employed as initial strike elements or reconnaissance units.

MOVING FAST VEHICLES

Fast vehicles are swifter than the norm so, to represent this, can move up to 12" when moving Flat Out.

SHOOTING WITH FAST VEHICLES

Fast vehicles that moved at Combat Speed in the preceding Movement phase can fire all of their weapons, just like other types of vehicles that have remained Stationary. Fast vehicles that moved at Cruising Speed can fire up to two weapons using their full Ballistic Skill – other weapons can only make Snap Shots.

SKIMMERS

Some highly advanced vehicles are fitted with anti-gravity drives that allow them to skim swiftly over tough terrain and intervening troops.

SKIMMERS AND MEASURING

Unlike most other vehicles, Skimmers have flying bases under their hull. However, distances are still measured to and from the Skimmer's hull, with the exceptions of the vehicle's weapons and Fire Points, which all work as normal. The base of a Skimmer is effectively ignored, except for when:

- The Skimmer is being charged or rammed, in which case, models may move into contact with the vehicle's hull, its base or both.

MOVING SKIMMERS

Skimmers can move over friendly and enemy models, but they cannot end their move on top of either.

Skimmers can move over all terrain, ignoring all penalties for difficult terrain and tests for dangerous terrain. However, if a moving Skimmer starts or ends its move in difficult or dangerous terrain, it must take a Dangerous Terrain test. A Skimmer can even end its move over impassable terrain if it is possible to actually place the model on top of it, but if it does so it must take a Dangerous Terrain test.

If a Skimmer is forced to end its move over friendly or enemy models, move the Skimmer the minimum distance so that no models are left underneath it.

FAST SKIMMERS

If a vehicle is both Fast (see above) and a Skimmer, it can move up to 18" when moving Flat Out.

SKIMMERS AND DAMAGE RESULTS

Having your engines stall when travelling at high speed has its consequences. **If it moved Flat Out in this, or the previous, turn, a Skimmer that suffers an Immobilised result immediately crashes and is Wrecked).** If it did not move Flat Out, it suffers an Immobilised result, as normal.

If a Skimmer is Immobilised or Wrecked, its base is removed, if possible. If this is not possible (the base might have been glued in place, for example), don't worry about it. The Skimmer's anti-grav field is obviously still working and an Immobilised Skimmer will simply remain hovering in place, incapable of any further movement (including turning on the spot); a Wrecked one is now a floating, burning wreck. Note that it is not otherwise permitted to remove the flying base, as Skimmers cannot land in battle conditions.

SPECIAL RULES

Skimmers have the Jink special rule.

WALKERS

Walkers are an unusual type of vehicle. Instead of wheels or tracks, they have mechanical limbs that allow them to stride forwards, ploughing through densely packed terrain with ease in order to bring their weapons to bear.

ADDITIONAL CHARACTERISTICS

Unlike other vehicles, Walkers have a Weapon Skill, Strength, Initiative and Attacks characteristic. Shown here is an example:

				Armour					
	WS	BS	S	F	S	R	I	A	HP
Scout Sentinel	3	3	5	10	10	10	3	1	2

WALKERS AND MEASURING

If a Walker has a base, measure ranges and distances to and from its base, as for an Infantry model. If a Walker does not have a base (like the Chaos Defiler), measure to and from its hull (including any legs or other limbs), as normal for vehicles. The Walker's weapons are an exception to this, as explained below.

MOVING WALKERS

Walkers move using the movement rules for Infantry. They can move 6" in the Movement phase, Run in the Shooting phase, and charge in the Assault phase, just as Infantry can. Difficult terrain affects Walkers just as it does Infantry, and only counts as dangerous terrain if it would do so for Infantry. If Walkers fail a Dangerous Terrain test, they are Immobilised. **Unlike Infantry, a Walker has a facing, which influences where it can fire (see below) and its Armour Value when fired at.**

SHOOTING WITH WALKERS

Walkers can choose to Run like Infantry, and this prevents them from firing and charging that turn, as normal. Obviously, they cannot Run if they are stunned or Immobilised.

A Walker that moved can still fire all of its weapons in the subsequent Shooting phase. When firing a Walker's weapons, **pivot the Walker on the spot so that its guns are aimed at the target** (assume that weapons mounted on a Walker can swivel horizontally and vertically up to 45°). Range is measured from the weapon itself and line of sight is measured from the mounting point of the weapon and along its barrel, as normal for vehicles. This **pivoting in the Shooting phase does not count as moving** and represents the vastly superior agility of Walkers in comparison with other vehicles. Keep in mind, however, that its facing will determine where its rear armour is going to be when the enemy returns fire! **Immobilised Walkers cannot pivot,** and can only shoot at models within their current weapon arc.

Unlike other vehicles, Walkers can fire Overwatch.

SHOOTING AT WALKERS

When firing at a Walker, work out which of its Armour Values to use as you would for any other vehicle, based on the position of its body compared to the model firing at it.

WALKERS AND ASSAULTS

Walkers assault, and are assaulted, like Infantry models, meaning that **they make charge moves and can be locked in combat.** Walkers that are locked in combat cannot be shot at.

In close combat, Walkers fight like Infantry models. However, any hits scored against them must roll for armour penetration and damage as for a vehicle. **Models hitting a Walker in close combat always roll for armour penetration against its front armour unless it has been Immobilised. Against an Immobilised Walker, models always roll for armour penetration against its rear armour.** This is because, unlike other vehicles, the Walker turns to face its enemies and rampages through the melee. Consequently, a Walker is quite capable of tearing apart its foe in close combat, while only the specially armed (or monstrously powerful) will have any hope of destroying a Walker up close.

If a Walker is armed with two or more Melee weapons, it gains +1 bonus Attack for each additional weapon after the first. Unlike other models, this is not limited to a single bonus Attack, so a Walker with three Melee weapons would have 2 bonus Attacks. If one of its additional Melee weapons is destroyed, one bonus Attack is lost. If the destroyed weapon is a Dreadnought close combat weapon, the Walker loses the bonuses conferred by that Dreadnought close combat weapon.

Shaken damage results do not affect the way a Walker fights in close combat. **Immobilised and/or stunned Walkers fight in close combat with one less Attack** than usual (to a minimum of 1), but otherwise they attack normally.

Walkers may make Sweeping Advances, Pile In moves and consolidations unless they are stunned or Immobilised.

RAMMING A WALKER

If a Walker is rammed by a Tank (see page 86), the collision is resolved as normal for a vehicle (a Walker cannot attempt to perform a Death or Glory attack when rammed). If it survives, the Walker can then attack the Tank in the ensuing Assault phase.

TANKS

Tanks can use their mass as a weapon, driving right into and through densely packed enemies. This often throws the opposing battle line into disarray, as having some monstrous metal behemoth coming straight at you is unnerving for anybody.

TANK SHOCK

When moving a Tank, the player can declare that it is going to attempt to Tank Shock instead of moving normally.

To perform a Tank Shock, first, turn the vehicle on the spot to face the direction you intend to move it and declare how many inches the vehicle is going to move, up to its maximum speed. The vehicle must move at least Combat Speed. Note that, because pivoting on the spot does not count as moving, this is not enough for a Tank Shock.

Once the Tank has been 'aimed' and the intended distance declared, **move the Tank straight forwards until it comes into contact with an enemy unit or it reaches the distance declared** – no other changes of direction are allowed in a Tank Shock. If no enemy unit is reached, just move the Tank straight ahead for the distance declared and nothing special takes place.

A Tank Shock is an exception to the rule that enemy models cannot be moved through. Remember, though, that friendly models still cannot be moved through, so the Tank's movement will be stopped if any friendly models are in the way. Also, **a Tank Shock cannot be attempted against enemies that are locked in combat**, as the risk of harming allies is too high.

If an enemy unit other than another vehicle is reached, that enemy unit must take a Morale check and immediately Fall Back if it fails. If the test is passed, the unit simply lets the Tank move through, as if it was not there. Regardless of the result of the test, the Tank keeps moving straight on, possibly tank shocking more enemy units until it reaches its final position. If the Tank would move into contact with a friendly model, enemy vehicle, impassable terrain or a board edge, it immediately stops moving 1" away.

If some enemy models in the enemy unit would end up underneath the vehicle when it reaches its final position (it makes no difference whether the unit is falling back or not), these models must be moved out of the way by the shortest distance, leaving at least 1" between them and the vehicle whilst maintaining unit coherency and staying on the board. Any models that cannot manage this are crushed and removed from play as casualties. Crunch!

UNITS ALREADY FALLING BACK

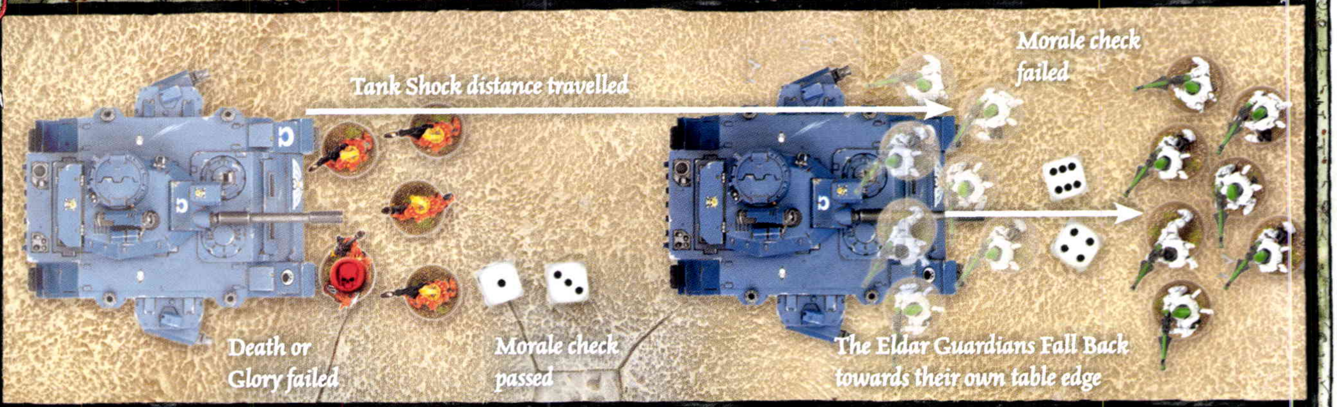
If a unit that is falling back is tank shocked, the unit automatically fails its Morale check. This also applies if a unit falls back from a Tank Shock and the Tank's remaining move brings it into contact with them a second time.

TANK SHOCK FROM RESERVE

A Tank that moves onto the battlefield from reserve may attempt a Tank Shock. This must be declared before the Tank moves onto the board.

TANK SHOCK RESTRICTIONS

A vehicle that has performed a Tank Shock cannot move Flat Out later in the turn. Units cannot embark onto or disembark from a Transport vehicle in a turn in which it has already performed a Tank Shock. Likewise, a Transport vehicle from which a unit has embarked or disembarked that phase cannot perform a Tank Shock later in the turn.


Tank Shock distance travelled
Morale check failed
Death or Glory failed
Morale check passed
The Eldar Guardians Fall Back towards their own table edge

TANK SHOCK

The Predator Tank moves until it is in contact with the Fire Dragons, which pass their Morale check. The Fire Dragon Exarch attempts a Death or Glory attack with his melta bomb (see page 86), but rolls poorly, fails to stop or destroy the Tank and is removed. The Predator finishes its move, coming into contact with the Eldar Guardians, which fail their Morale check and Fall Back.

DEATH OR GLORY

If a unit that has been attacked by Tank Shock passes its Morale check, one of its models in the vehicle's path can stand and attempt to destroy it rather than move out of the way (potentially a rather suicidal thing to do). **The model nominated for this heroic duty makes a single Attack against the incoming Tank.** Even if the weapon used is Assault 3, for example, or the model is normally allowed more than one Attack, only one Attack is ever resolved in this case. The Attack can be either a shot from a weapon carried by the model, or a single close combat attack using any weapon carried, including grenades. Whatever form it takes, **the Attack hits automatically, so resolve the hit against the vehicle's front armour** (even if using a close combat attack), and immediately apply any damage results. **Cover saves cannot be taken against a Death or Glory attack.**

If the model successfully manages to wreck the vehicle, or inflict a Crew Stunned, Immobilised or Explodes result, the vehicle halts directly in front of the heroic individual (or blows up there).

If the Attack fails to stop the vehicle, then the Tank Shock continues as normal, except that the brave (but perhaps foolish) glory seeker is crushed by the vehicle grinding over him – the model is removed, regardless of Wounds, saves (invulnerable or not), or any other clever way of staying alive they can think of.

Artillery units may attempt Death or Glory with either a crewman (as normal) or a gun model. If a gun model does this and fails to stop the Tank, both the gun and one crewman are removed.

RAM

Ramming is a rather desperate manoeuvre and the Tank must concentrate on moving at top speed towards one enemy vehicle. This means that it, and any embarked troops, may only shoot Snap Shots in that turn's Shooting phase, making it a better idea for vehicles that have no armament left, or are shaken.

Ramming is a special type of Tank Shock and is executed the same way, except that the Tank must move at Cruising Speed. Any vehicle that can Tank Shock can also Ram. Units other than vehicles in the path of a Ramming Tank are tank shocked as normal, but if the Ramming Tank comes into contact with an enemy vehicle (not a building), resolve the collision as follows.

Each vehicle immediately suffers a hit against the armour facing where the other vehicle has impacted (so the Ramming vehicle always uses its front armour). The Strength of the hits will often be different for different vehicles, and is calculated as follows for each vehicle:

- **Armour**. Each point of armour above 10 on the facing that makes impact: +1
- **Speed**. Each full 3" moved that turn by the rammer before impact: +1
- **Mass**. If the vehicle is a Tank: +1

For example, a Land Raider rams an Ork Trukk, hitting it in the side. The Land Raider has a front armour of 14 (4 points over 10, for a total of +4), has moved 10" before reaching the Trukk (for an extra +3) and is a Tank (+1). The total is 4+3+1, which means that the Trukk suffers a Strength 8 hit against its side armour.

At the same time, the Land Raider suffers a Strength 3 hit against its front armour (+0 for the Trukk's side armour of 10, +0 because the Trukk is not a Tank and +3 for the Land Raider's own speed).

Both players roll for armour penetration against their opponent's vehicle and any results are immediately applied.

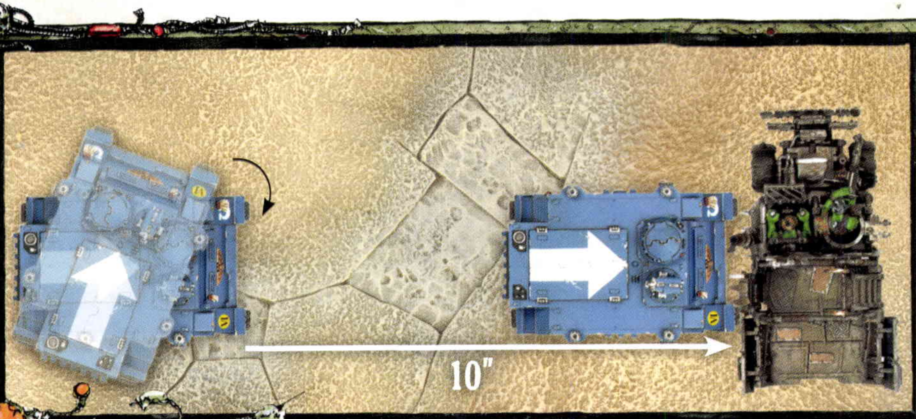
If the vehicle that is rammed is not removed, the rammer halts. However, if the rammed vehicle is removed because it suffers an Explodes damage result, the rammer continues its move until it reaches its maximum move distance, moves to within 1" of impassable terrain or friendly troops (at which point it stops immediately) or contacts another enemy unit (which it will Tank Shock or Ram again).

RAM AND JINK

Cover saves from the Jink special rule can be taken against glancing and penetrating hits caused if a vehicle is rammed.

RAMMING RESTRICTIONS

Ramming incurs the same restrictions as a Tank Shock.



RAMMING

The Rhino pivots towards the Trukk and moves a full 10" before hitting it. As the Rhino's front armour is 11, the total is 5 (+1 for armour, +3 for speed and +1 for being a tank), so the Trukk suffers a Strength 5 hit on its side armour (which is 10). In return, the Rhino suffers a Strength 3 hit on its front armour.

VEHICLE UPGRADES

It is incredibly rare for even two vehicles of the same design to be identical – many are modified by their crews in order to achieve greater battlefield efficiency (or survivability). Accordingly, many vehicles have optional upgrades – the most common of which are listed here.

DOZER BLADE

Dozer blades are heavy ploughs, blades, rams, or scoops, used to clear obstacles from the vehicle's path.

Vehicles equipped with dozer blades can re-roll failed Dangerous Terrain tests.

EXTRA ARMOUR

Some vehicle crews add additional armour plating to their vehicles to provide a little extra protection.

Vehicles equipped with extra armour count Crew Stunned results from the Vehicle Damage table as a Crew Shaken result instead.

HUNTER-KILLER MISSILE

Hunter-killer missiles are commonly fitted to Imperial vehicles. These single-use weapon systems allow vehicles such as Rhinos to engage armoured enemy vehicles that would otherwise far outmatch them.

A hunter-killer missile is an additional weapon, fired using the vehicle's Ballistic Skill.

Range	Strength	AP	Type
Unlimited	8	3	Heavy 1, One use only.

SEARCHLIGHT

Searchlights are often fitted to vehicles so that the foe cannot use darkness as an ally.

Searchlights are used when the Night Fighting rules are in effect (see page 124). If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may find it helpful to place coins, or other suitable counters, next to the units as reminders, and next to a vehicle to show it has used its searchlights this turn.

Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting special rule.

SMOKE LAUNCHERS

Some vehicles have small launchers mounted onto them that carry smoke canisters. These are used to temporarily obscure the vehicle behind billowing clouds of smoke, allowing it to cross open areas in greater safety – although it does so at the cost of being able to fire its own weapons.

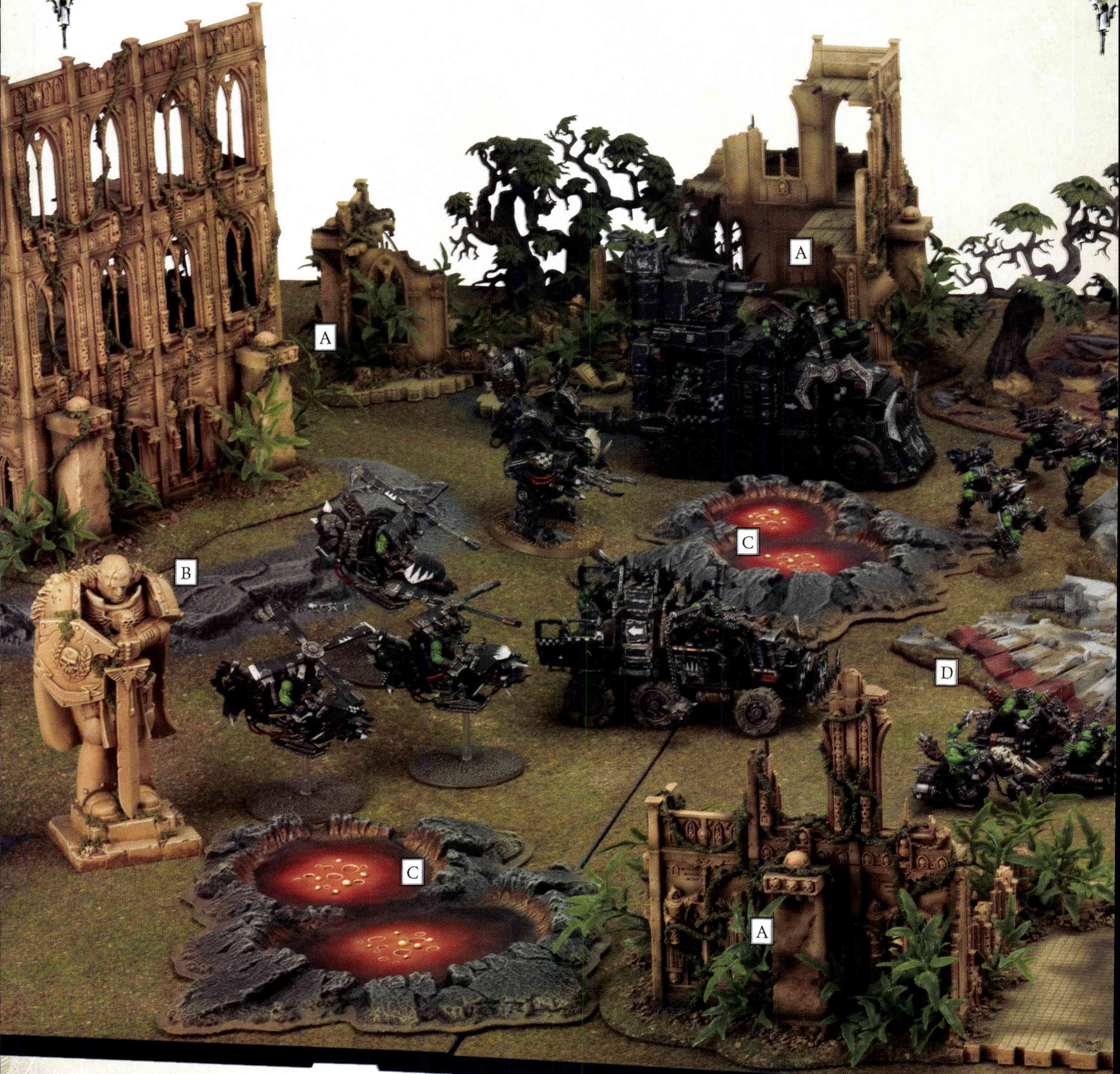
Once per game, instead of shooting or moving Flat Out (or running in the case of Walkers), a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save.

After the enemy's Shooting phase, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crew are shaken or stunned or it does not have any shooting weapons.

BATTLEFIELD TERRAIN

'Between the stars the ancient unseen enemies of mankind wait and hunger.
Every voyage into the nothing is a confrontation with horror, with the implacable things of the warp, and with man's innermost fear.'

The galaxy is a vast place with millions of different war zones: icy tundra broken up by rivers of lava and crystal forests, burning deserts scoured of life by deadly viruses and ancient super weapons, sprawling jungles filled with man-eating plants and hungry predators, and many other exotic types of battlefield – if you can imagine it, then it probably exists somewhere, on some world. The terrain covering these worlds can vary from broad, empty plains to sky-scraping towers of plasteel, from verdant jungles to barren moonscapes or from islands in oceans of radioactive slime to rocky, frigid deserts. In this chapter, you'll find the rules for many types of terrain, ruins and buildings with which to populate your battlefields.



A WAR-TORN BATTLEFIELD

Here's an example of a typical gaming board, along with a commentary on how the players decided to use their terrain.

A. The ruins of a manufactorum complex are testament to centuries of brutal war. The rules for ruins can be found on page 98.

B. This statue is of a great hero of the Imperium. The players have agreed to treat it as Imperial Statuary, as described in the Battlefield Debris section on page 104.

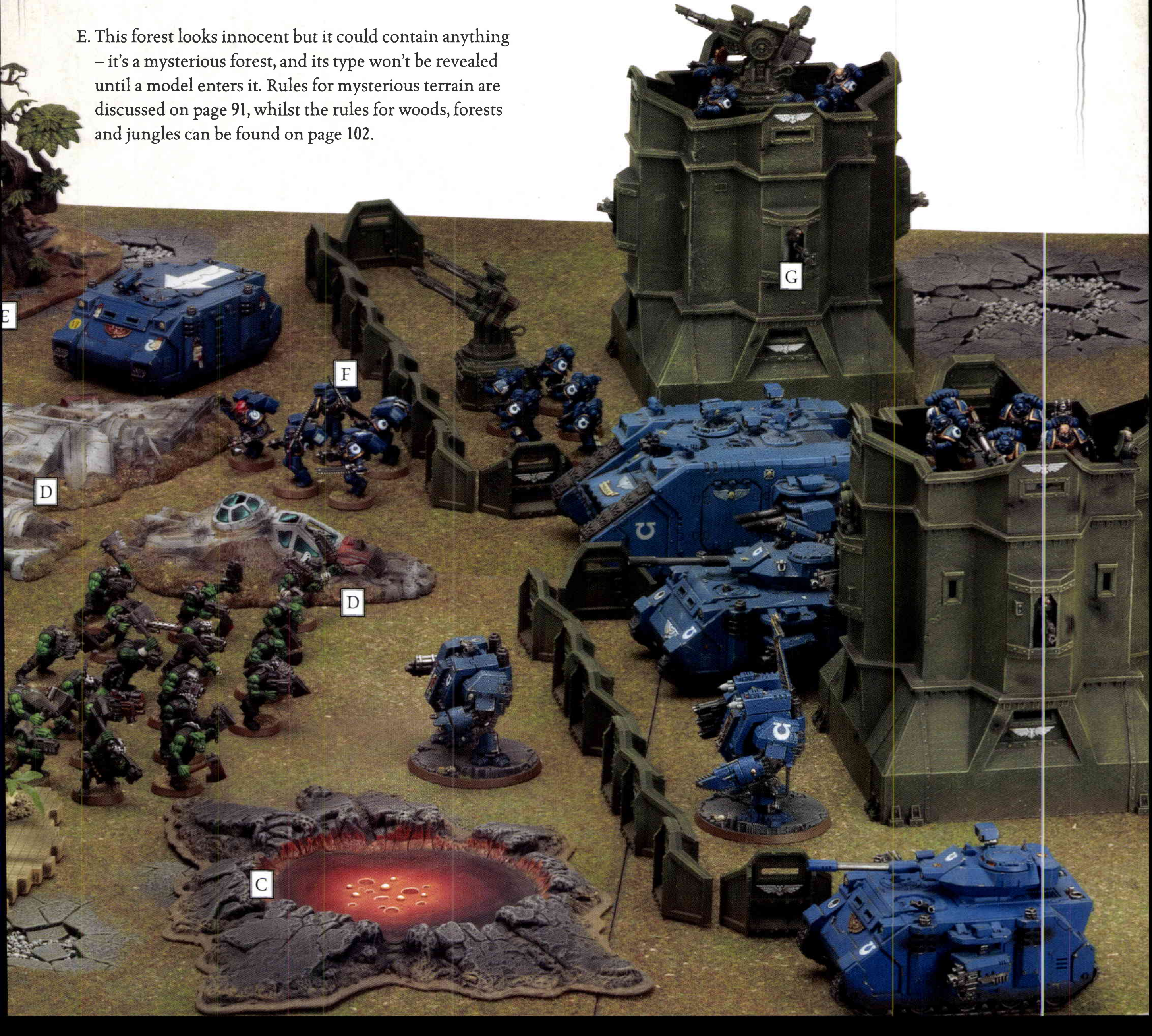
C. The bubbling lava could be treated as a mysterious river, but the players have decided that it is a fireblood river. Rules for rivers are described on page 103.

D. The crashed shuttle is being treated as wreckage – a piece of battlefield debris. The rules for battlefield debris are described on page 104.

E. This forest looks innocent but it could contain anything – it's a mysterious forest, and its type won't be revealed until a model enters it. Rules for mysterious terrain are discussed on page 91, whilst the rules for woods, forests and jungles can be found on page 102.

F. This set of defence lines has a weapon emplacement. The players have agreed that whoever controls this fortification can use the rules for gun emplacements, which can be found in the Battlefield Debris section on page 104.

G. The bastion has an Icarus lascannon on the battlements. In addition to the buildings rules, which can be found on page 92, the players have agreed that whoever controls the battlements can fire the Icarus lascannon using the emplaced weapon rules described in the building rules on page 96.



TYPES OF TERRAIN

No two battlefields are the same and there are myriad ways in which terrain can be represented. We're going to cover the basics here and discuss specific types of terrain (buildings, ruins, flesh-eating jungles and suchlike) later in the chapter.

Many of the terrain pieces in the Citadel Scenery range have rules that apply to them, and you'll find that whatever you have in your terrain collection, there will be suitable rules here, or at least inspiration for devising your own. The rules for placing terrain pieces on your tabletop can be found on page 120.

OPEN GROUND

Open ground covers everything from dusty plains to rolling hills. Any area not specifically classed as a type of terrain (such as a building, ruin, forest, river, battlefield wreckage or unique terrain) is considered to be open ground. Models on open ground are often said to be 'out in the open'. No additional rules are needed and, unless otherwise specified, **special rules and abilities that affect terrain do not affect open ground**.

IMPASSABLE TERRAIN

The rules for impassable terrain cover those areas of the board that warriors physically cannot enter. Sheer rock faces, force barriers, pulsing cubes of gelatinous psychic energy, sealed buildings and other unbreachable environs follow the rules for impassable terrain. **Models cannot enter, cross or move into or through impassable terrain – they must go around**. The exceptions tend to be things like Jump units, (see page 47). Note that this category is used for terrain that is actually, physically impassable. If you want terrain that is more or less lethal, look to dangerous terrain and lethal terrain, covered later.

DIFFICULT TERRAIN

Difficult terrain slows down models wishing to move through it, and can sometimes be dangerous to models passing through it. It includes areas of rubble, woods, ruins, brush and scrub, rocky outcrops, boggy ground, low walls, razor wire, barricades, steep hills, streams and other shallow water, as well as terrain features that combine several of these types.

Moving Into Difficult Terrain

If a unit starts its move outside difficult terrain, the player must declare if he wants his unit to try to enter difficult terrain as part of their move. If he chooses not to, the unit moves as normal but may not enter difficult terrain. If he chooses for a unit to do so, the unit must take a Difficult Terrain test.

To make a Difficult Terrain test, roll two D6 and select the highest result – this is the maximum distance in inches that any of the models in the unit may move.

Even if the distance rolled is too short for any of the models to reach the difficult terrain, the unit is still slowed down as described above. We assume that their approach is cautious as they attempt to ascertain whether any enemies are within.

Moving Within Difficult Terrain

If any models in a unit start their move in difficult terrain, they are affected by the terrain and must take a Difficult Terrain test. No models in the unit can move more than the distance indicated by the test, even if they are not in difficult terrain. Make sure you clarify which (if any) models are not attempting to move before you make the Difficult Terrain test.

Note that, as part of their move through difficult terrain, models can move through walls, closed doors and windows, and all similarly solid obstacles, unless the players have agreed that a certain wall or obstacle is impassable.

You should also note that, if you take the Difficult Terrain test, you aren't compelled to move the models, as you might not have rolled high enough to make it worth moving at all. However, if you roll the dice, the models that were attempting to move are still considered to have moved for the purposes of firing, as detailed in the Shooting rules.

Charging through Difficult Terrain

The rules for charging through difficult terrain are on page 22.

DANGEROUS TERRAIN

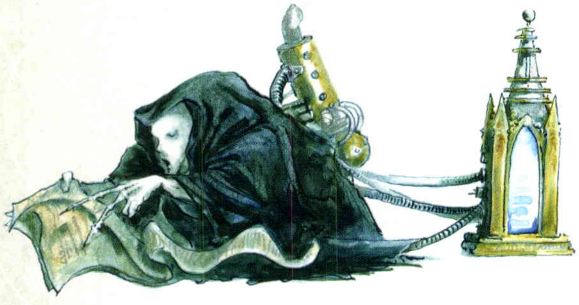
Some terrain features do more than hinder troops – they're potentially lethal. Carnivorous jungles, toxic vents, erupting geysers and the like are examples of dangerous terrain.

Dangerous terrain follows all the rules for difficult terrain – you've got to watch your step! In addition, **each model must take a Dangerous Terrain test as soon as it enters, leaves or moves within dangerous terrain.**

To take a Dangerous Terrain test, roll a D6. On a result of a 1, that model suffers a Wound. The model may take an armour or invulnerable save, but not a cover save, against this Wound.

Once a model has taken a Dangerous Terrain test for a particular area of terrain, it does not test for that area of terrain again in the same phase. However, if the model moves into a different area of dangerous terrain, these must be tested for as normal.

For example, if a Space Marine starts to move out of a carnivorous forest and into a toxic swamp, he must take one Dangerous Terrain test for the carnivorous forest and one for the toxic swamp. Similarly, if the Space Marine moves out of one carnivorous forest and into another, he must test for both. However, no matter how far the Space Marine moves through the same carnivorous forest, he will only have to take one Dangerous Terrain test, even if he leaves and re-enters the same carnivorous forest as part of his move that phase.



LETHAL TERRAIN

Some locales are so hazardous that to seek ingress is also to invite a nasty death. Lava flows, toxin vats, bottomless ravines, reactor cores and other suitably fatal environs all use the rules for lethal terrain. You'll not need to use the rules for lethal terrain that often – normally you'll find that simply dangerous or impassable terrain will prove quite sufficient. However, sometimes an area of terrain looks so inimical to life and limb that you'll want to define it as lethal for that one in a thousand chance that a unit will blunder into it!

Lethal terrain uses all the normal rules for impassable terrain save that models can never voluntarily end their move on lethal terrain – **if a model ends its move on lethal terrain, it is immediately removed as a casualty!**

AREA TERRAIN

Sometimes a terrain feature has a clearly defined boundary. Other times, however, this might be slightly less clear, as in the case of marshes, woods, ruins and other types of rough ground. In reality, a wood might be a tangled, overgrown mass of foliage, without a clear boundary, but if it is represented like this on your tabletop, then not only would it be very difficult to stand models within it, it would also be difficult to decide which models are inside or outside of its boundary.

For the clarity of the game, **it is important to be able to tell where the boundary of the terrain feature is. This is where we need to introduce the concept of 'area terrain'.** You can show the boundary of a piece of area terrain by using a flat baseboard, an outline of lichen or sand, or by painting a slightly different colour on your gaming board. Trees, rocks, ruins, or whatever is appropriate for the kind of area terrain you are representing, are usually placed within the boundary of the area terrain's base. When moving models into this area, you can temporarily remove the rocks, trees, etc. (if they are not glued in place) to make moving the models easier. Remember, however, to put them back where they originally were (or as close as possible) after you finish moving, as they can affect the line of sight of models shooting through that area terrain.

Area terrain is always difficult terrain. Models in area terrain receive a 5+ cover save, regardless of whether or not they are 25% obscured. Models that Go to Ground in area terrain receive +2 to their cover save, rather than +1.

MYSTERIOUS TERRAIN

Nothing is ever quite what it seems in the war-torn future, and this is certainly true of the terrain found on alien worlds. Forget all your earthly preconceptions and steel yourself for the dangers within.

The effect of a piece of mysterious terrain is not decided at the start of the battle, (though its boundaries still are). Instead, **it is rolled for immediately when a model enters it, or is in it at the start of the first game turn.** Once rolled for it retains that result for the duration of the game. If the unit whose model has triggered the effect is moving under its own volition (is not falling back or being moved by an enemy psychic power, or similar) it can decide to continue its move as normal or immediately stop, so that only the first model to enter is inside the terrain feature.

Alternatively, instead of rolling randomly, you and your opponent can agree at the start of the game what kinds of mysterious terrain are present on your battlefield. It is perfectly acceptable for players to decide to treat a specially modelled jungle to represent a Carnivorous Jungle, or a specifically painted river to be Industrial Ooze, for example.

WHAT SORT OF GAME?

Before you start playing, it's always worth taking the time to talk to your opponent about the terrain you're using. You want to be sure that you're both clear on how you're going to treat all your terrain pieces before the game starts – it's that much harder to be objective once the bullets start flying. This is especially true of scenery pieces that could, conceivably, have two or more rules sets applied to them: one man's ruin is often another man's building. Is that a piece of mysterious archeotech, or just an unusually decorative piece of impassable terrain? Just what kind of cover save will that part mesh, part stone barricade offer to the troops behind? There's no right or wrong in such decisions, provided that you both agree. Remember: there's no such thing as a 'standard' Warhammer 40,000 game, because there's not really any such thing as a 'standard' Warhammer 40,000 gamer.

For example, if you have any ruins, you should agree exactly how to use them. One player may prefer to treat them simply as area terrain so that he can concentrate on his grand plan, while another may like the additional storytelling that is created if models cannot move through solid walls or climb up levels without stairs or ladders. Yet another player may have written a house rule where an elevator is activated if you also have models next to the power generator on the other side of the table! No single approach is right or wrong, as long as both players have agreed before the game.

You'll sometimes find that some structures won't have obvious doors or stairs allowing access, but you wish to use them as buildings, rather than impassable terrain. For example, we've got some Ork buildings that include watchtowers that lack any visible method for actually getting up to the watchtowers! In cases like this, the players might agree to assume that there are internal doors or ladders that allow access to the building.

BUILDINGS

The bloody battles of the 41st Millennium often envelop cities, towns, defence lines, research outposts, hab blocks, pumping stations, army barracks, mining colonies, space ports, tribal forts, ancient tombs, sacred shrines and countless other types of buildings. In the middle of a war zone, such structures are generally deserted, and can be used as defensive positions for troops from either side. Depending on their size, buildings can house anything from a small squad to an entire army.

Not all buildings need be designed with a military purpose in mind – they merely need to be intact structures (preferably with thick walls and good arcs of fire) that troops can use as a defensive position against an oncoming foe. Which pieces in your terrain collection count as buildings is up to you and your opponent, but they can range from unprepossessing wooden shacks to stone dwellings and ceramite bunkers to ancient alien hab-complexes and battle fortresses.

Buildings of all types use aspects of the Transport vehicle rules. **The main difference between buildings and actual vehicles is that they can't move, and units from either side can go inside**. To make use of these rules effectively, you'll have to agree the building's Transport Capacity and Armour Values. You'll note that **buildings don't use Hull Points and can't be completely destroyed**. They can, however, be damaged to the point that it's impossible for anyone to enter them.

BUILDINGS VS RUINS

It's important to note that these rules cover intact buildings rather than ruins. Essentially, if your structure is fully enclosed and has a roof, use the rules presented here. If your structure is merely a collection of ruined walls, then use the ruins rules presented on page 98.

ARMOUR VALUES

Bunkers and bastions have an Armour Value of 14 all around. The Armour Values of other buildings may vary between 9 and 13 (see the chart below for some examples). The players must agree at the start of the game on the Armour Value of all buildings in use. Whilst it's perfectly acceptable to have buildings with different Front, Side and Rear Armour Values, it's simplest to pick one for the entire building.

BUILDINGS ARMOUR CHART

Building	Armour Value
Bastion or bunker	14
Plascrete-walled palace	13
Rockcrete city building/hab-block	12
Brick house	11
Wooden outpost	10
Corrugated iron or wooden shed	9

BUILDING SIZE

To work out your building's Transport Capacity, you need to decide upon its size. To keep things simple, we use three sizes of buildings in Warhammer 40,000: small, medium and large. To see what size of building you have, consult the following chart:

BUILDINGS SIZE CHART

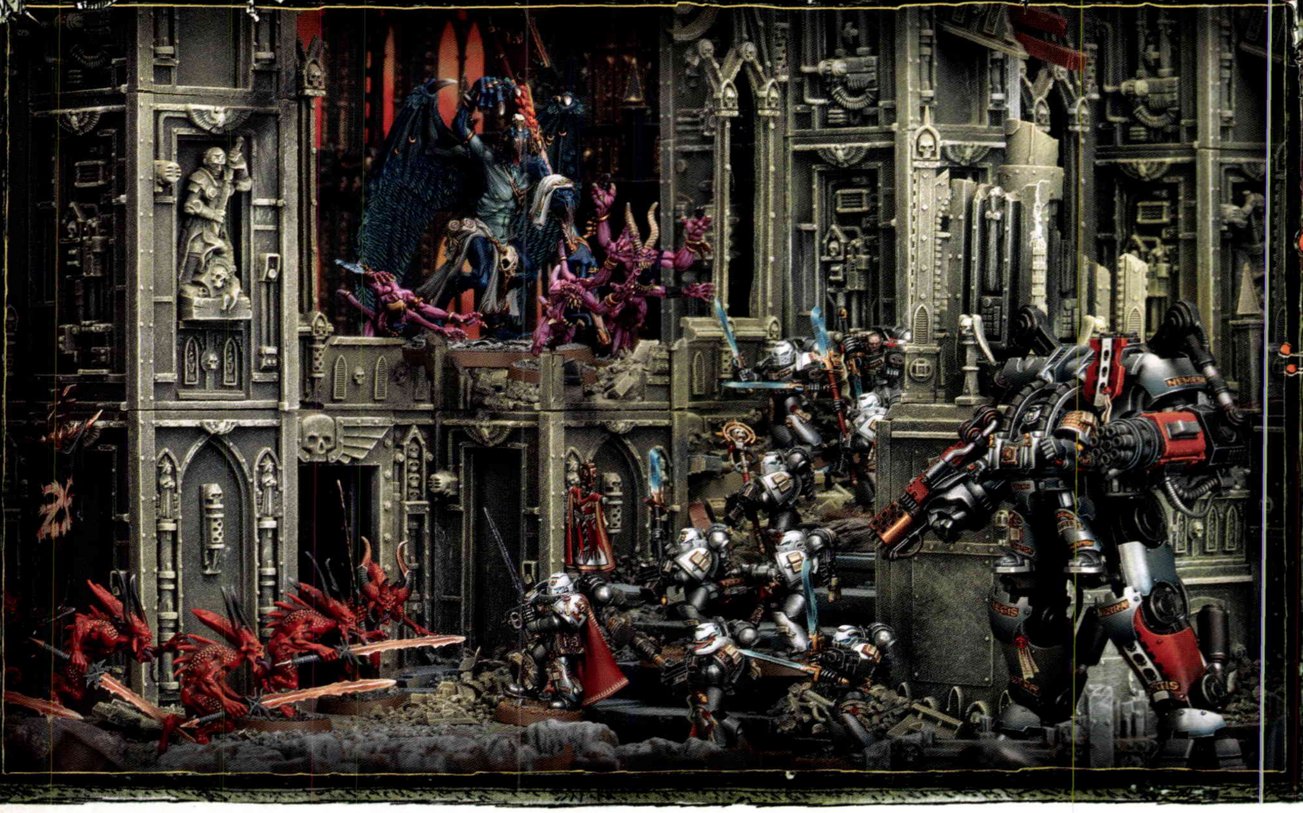
Ground Floor Area	Building Size	Transport Capacity
Less than 6" x 6"	Small	10 models
Up to 9" x 9"	Medium	20 models
Up to 12" x 12"	Large	30 models

MULTIPLE PART BUILDINGS

The Buildings Size chart above assumes your buildings are no more than about three storeys (9") tall. If a building you are using is taller than this, larger than the maximum footprint given above or includes battlements (see page 95), treat it as two or more smaller buildings joined together. In such an event, **a unit in one part of the building can move to an adjacent and unoccupied building by declaring which they are moving into.** This will take up all of their movement and is still subject to all the rules for Transport Capacity (see Occupying Buildings, opposite). The different buildings are still dealt with separately for shooting and assaults.

Units can also charge an enemy that is occupying an adjacent building (including battlements). To assault a unit in an adjacent building, **simply declare the occupying unit to be the target of the charge. The charge is automatically successful: no charge roll is made, and no overwatch shots can be fired** (the attackers are far too close for that). In the ensuing Fight sub-phase, **all models in a unit locked in that combat are also engaged in the combat**, and therefore fight and strike blows as normal. Neither side can attempt to attack the building itself.

You do not determine assault results in an assault between units in different parts of buildings. Instead, **engaged units automatically consolidate back into the building they controlled at the start of the phase**. However, if a unit is wiped out, surviving units can choose to consolidate into either the building it occupied at the start of the phase or into the now vacant building.



IMPASSABLE BUILDINGS

There are times when a player's collection may include buildings that have no way for warriors to enter. In game terms, we refer to these structures as impassable buildings.

Impassable Buildings and Movement

If a building is agreed to be impassable at the start of the game, it follows the normal rules for impassable terrain, and **models cannot go inside it for any reason**. This is not to say that models will not interact with the building – it will still block line of sight and provide cover for models sheltering in its lee.

OCCUPYING BUILDINGS

Models can enter or exit a building through a doorway or other opening that the players have agreed to treat as an Access Point. **Moving into or out of a building works the same as embarking or disembarking from a vehicle** (including emergency disembarkations) – see page 79 for details.

All of the normal rules apply, so only one Infantry unit, plus any Independent Characters that have joined them, may occupy a building at one time. The Transport Capacity of a small bunker is ten models, while a large bastion can hold up to thirty. This can vary according to what you and your opponent agree on before the game begins, but otherwise, all the rules for Transport Capacity apply (see page 78). Models entering a building are removed from the table – either note down where they are on a piece of paper or use another suitable reminder.

FIRING FROM BUILDINGS

Just like some Transport vehicles, some buildings have Fire Points that allow units inside to fire out. These could be the fire slits on bunkers and bastions or the windows on other buildings. Players should agree beforehand where these Fire Points are. Unless the players agree otherwise, **up to two models may shoot through each Fire Point of a building**. Note that all of the models in a unit firing from a building must target a single enemy unit, as normal.

ATTACKING BUILDINGS

The easiest way to kill enemy troops in a fortified position is often to destroy the fortified position. **Units may shoot at or charge an occupied building just as if it was a vehicle.** Units inside a building cannot normally be attacked directly, either in combat or with shooting. The main exception is if they are charged by an enemy unit in a different section of the same multiple part building (see previous page). They might, however, be affected by damage to the building, as covered later.

When shooting at a building, roll To Hit and for armour penetration normally. In close combat, they are hit automatically. **If a glancing hit is scored, one model inside the building suffers a Wound with the Ignores Cover special rule.** You cannot attack an unoccupied building (with shooting or in close combat). **If the building suffers a penetrating hit, one model suffers a Wound as for a glancing hit. Furthermore, roll on the building damage table.**

WOUND ALLOCATION & OCCUPYING UNITS

Given the slightly abstract nature of the building rules, it's impossible to allocate Wounds to the closest model in the unit. **Instead, the controller of the occupying unit allocates and resolves Wounds, one at a time, to his unit**, in the assumption that the most important members will be in the safest locations within the building. If the whole unit is using the same save, you might find it easier to roll all the saves together and then simply remove the appropriate number of models as casualties.

ARMOUR VALUE 0

If a building is reduced to Armour Value 0 on one or more facings, it immediately suffers a Total Collapse damage result.

HIGH AP WEAPONS

Some weapons are so destructively powerful that they can inflict masses of damage in a single strike.

- If an AP 2 weapon scores a penetrating hit, add a +1 modifier to the roll on the Building Damage table.

- If an AP 1 weapon scores a penetrating hit, add a +2 modifier to the roll on the Building Damage table.

TEMPLATE WEAPONS

Template weapons, such as flamers, are designed to attack enemies that are hidden behind defensive terrain, and can attack models even if they are inside a building. To represent this, if one or more of the Fire Points on a building fall under a template, **the unit occupying the building suffers D6 hits from the Template weapon. The building itself also suffers one hit,** as normal.

GRENADES

Grenades are an excellent way of clearing an enemy out of a building. **If a unit assaults a building, any of its models that are within 2" of at least one Fire Point can each throw one grenade** (if they have grenades) **inside the building instead of striking it in close combat.** Note that every grenade-armed model can do this if you wish, not just one as is the case when Shooting. **A grenade causes D6 hits resolved at the Strength and AP of the grenade (for grenades with the Blast or Large Blast type) or D3 hits (for grenades without the Blast or Large Blast type) resolved at the Strength and AP of the grenade. The building also suffers one hit, as normal.**

Grenades without a Strength value count as Strength 1 if thrown into an occupied building through a Fire Point. Grenades that cannot be thrown (such as melta bombs) cannot be used in this way.

UNSHAKABLE NERVE

A unit occupying a building, but not a battlement, is Fearless (see page 35).

BUILDING DAMAGE TABLE

D6	Effect
1	**Breach!** *Massive cracks appear in the building's walls.* The building's Armour Values are reduced by 1 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Values.
2	**Tremor.** *The building shakes violently, throwing its occupants to their knees.* The occupying unit can only make Snap Shots in the following turn. If the occupying unit abandons the building in their following turn, they can only disembark 3", rather than the full 6".
3	**Partial Collapse.** *Part of the support structure is blasted away, causing a chunk of roof to fall in.* The occupying unit suffers D6 Strength 6, AP – hits with the Ignores Cover special rule.
4	**Structural Collapse.** *Internal supports are destroyed, causing several levels to collapse under their own weight.* The occupying unit suffers 2D6 Strength 6, AP – hits with the Ignores Cover special rule. In addition, one randomly determined emplaced weapon is destroyed, if the building has any.
5	**Catastrophic Breach.** *A huge slab of masonry tumbles from the building's flank.* Reduce all of its Armour Values by D3 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Values. In addition, one randomly determined emplaced weapon is destroyed, if the building has any.
6	**Total Collapse.** *The roof and several internal floors fall in, crushing many of the garrison and driving the remainder outside.* The occupying unit suffers 2D6 Strength 6, AP – hits with the Ignores Cover special rule. Survivors must then immediately disembark from the building, performing an emergency disembarkation if necessary. If the unit cannot disembark, the models are removed as casualties. The building can no longer be occupied and is hereafter treated as impassable terrain. All emplaced weapons in the building are destroyed.
7	**Detonation!** *The shot punches through the building's walls to explode amongst ammunition or fuel stores within.* The occupying unit suffers 4D6 Strength 6, AP – hits with the Ignores Cover special rule. Survivors must then immediately disembark from the building, as per result 6. The building can no longer be occupied and is hereafter treated as impassable terrain. All emplaced weapons in the building are destroyed. In addition, nearby units suffer a Strength 4, AP – for each model in their unit within D6" (roll for the distance once, regardless of how many times the result is inflicted).

BATTLEMENTS

Many buildings have flat roofs that can accommodate units – we refer to these as battlements. **A building with battlements is a multiple part building** (see page 92) – essentially, one unit can go inside the building, and a different unit can be 'on top' of it (and so do not need to be taken off the board).

The advantage of being on top of battlements is that the whole unit is likely to be able to shoot – **battlements do not have Fire Points and use the normal rules for line of sight**. However, unlike those within buildings, **units on battlements can be shot back at**, and will have to rely on their armour (and any cover save from the battlement walls) for protection. **Units on battlements are not Fearless like other embarked units.**

HOW MANY MODELS?

Unlike the interior of buildings, to which we grant a Transport Capacity, **the battlements of a building can hold as many models of a single unit as will fit** without resorting to odd balancing acts. However, the whole unit must fit in order for it to occupy the battlements.

REACHING THE ROOF

If a building is in your deployment zone, a unit can deploy on the battlements, just as deploying inside a building. Otherwise, the unit must reach the roof by way of access ladders on the outside or inside of the building – establish these before the game.

FROM OUTSIDE

If there are external ladders, or similar Access Points that only provide access to the battlements, a unit can embark directly to the battlements, without going through the interior, by moving to within 2" of the ladder or external use only Access Point.

If the only way to the battlements is through an internal hatch, a unit can still reach the roof by moving the entire unit to within 2" of the building's Access Points and using the following rules:

- If the interior and battlements are both unoccupied, a unit can embark to either the interior or the battlements. In either case, this takes up the unit's remaining move.
- If the interior is occupied by a friendly unit and the battlements are empty, the embarking unit can only embark directly to the battlements (assume the other unit let them through), taking up the unit's remaining move.
- If the battlements are occupied by a friendly unit and its interior is empty, the embarking unit can only move to occupy the interior.
- If an enemy unit is occupying the interior, you cannot move through them to get to the battlements. Unless there are external Access Points that provide direct access to the battlements, the unit cannot embark to the battlements.

USE YOUR IMAGINATION!

Some players may want to use a very large building, such as a fortress, which could include towers, battlements, bunkers and so on, each with different capacities and Armour Values. You may even want to come up with rules for Jump units charging enemies on parapets. Inventing extra rules like this is great fun, and will make for a very different game, though players will have to agree on the details beforehand. You may even want different elements of a fortress to be treated as several types of structure – perhaps one section is ruined, another impassable, whilst the rest is treated as a multiple part building. As with most other things that we have discussed in this section, the only limits are the buildings you own and your imagination.

JUMP AND JET PACK UNITS

If their move is sufficient, Jump and Jet Pack units can move directly to or from a building's battlements in their Movement phase, even in the absence of external ladders or Access Points. Battlements are not difficult terrain in this case.

LEAPING DOWN

A unit can always elect to leap down from the battlements, although this incurs significant risk.

To resolve this, **choose one model from the battlements and place it anywhere wholly within 3" of the base of the building that is at least 1" away from enemy models, and not in impassable or lethal terrain**. That model must **then take an Impact test. This is exactly like a Dangerous Terrain test, with a -1 modifier for every full 3" the model has dropped.** Unlike ordinary Dangerous Terrain tests, **armour saves cannot be taken against Impact tests**. Jump and Jet Pack models must still take Impact tests but they ignore any modifiers from falling 3 or more inches.

If the model is slain, choose another and try again. If the model survives, resolve the same sequence for all the other models in the unit, taking care to remain in unit coherency. Any models that cannot be placed, for whatever reason, are removed as casualties with no saves of any kind allowed.

BATTLEMENTS AND BUILDING DAMAGE

A unit on the battlements is slightly less prone to harm if the building suffers damage. They're already on the roof, so that roof can't fall in on them, however, there is still the possibility of injury from shrapnel and so on. Accordingly, if the battlements are damaged, any unit on the battlements suffers the same number of hits as a unit inside a building would, but these are resolved at Strength 3, not Strength 6.

ABANDON THE BATTLEMENTS!

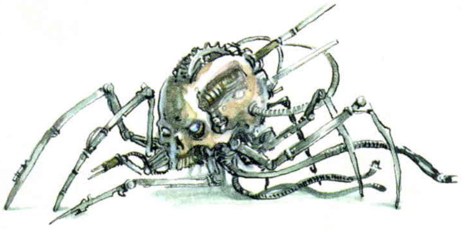
If a unit Falls Back while on a battlement, or the building below suffers a total collapse result, there's no time for those on the battlements to make a dignified escape – they must jump for it! Resolve this exactly as described for Leaping Down (see above).

ASSAULTING THE BATTLEMENTS

Units on battlements cannot be assaulted, except by units in the building below them. Grenades, however, can be employed against them by units assaulting the building below.

When a unit assaults a building, any of its models that are within 8" of the battlements can each throw one grenade (if they have grenades) onto the battlements instead of striking the building in close combat, or throwing grenades into Fire Points. Note that every grenade-armed model can do this if you wish, not just one as is the case when Shooting. If you wish, you can choose to have some models attack the building, others throw grenades into the Fire Points, and yet more throw grenades onto the battlements.

A grenade thrown onto the battlements causes D3 hits (for grenades with the Blast or Large Blast type) or 1 hit (for grenades without the Blast or Large Blast type) resolved at the Strength and AP of the grenade. The battlements take 1 hit from a thrown grenade, just like any other building. Grenades without a Strength value count as Strength 1 if thrown onto battlements. Grenades that cannot be thrown (such as melta bombs) cannot be used in this way.



EMPLACED WEAPONS

Many buildings have built-in weapons. Such emplaced weapons can each be fired as follows:

MANUAL FIRE

If a building is occupied, a model within can choose to fire one of the emplaced weapons instead of his own. Use the firing model's Ballistic Skill and the line of sight of the weapon. All relevant special rules from the firing model and the weapon are used.

AUTOMATED FIRE

If a building is occupied, **each emplaced weapon that is not being fired manually automatically fires at the nearest enemy unit within range and line of sight.** Shots from automated fire are resolved at the end of the Shooting phase, just before any Morale checks are taken. **Automated fire always has a Ballistic Skill of 2.** Automated fire does not prevent an occupying unit from firing its own weapons and can be fired at a different target to the one the unit targets.

FORTIFICATIONS AND DILAPIDATION

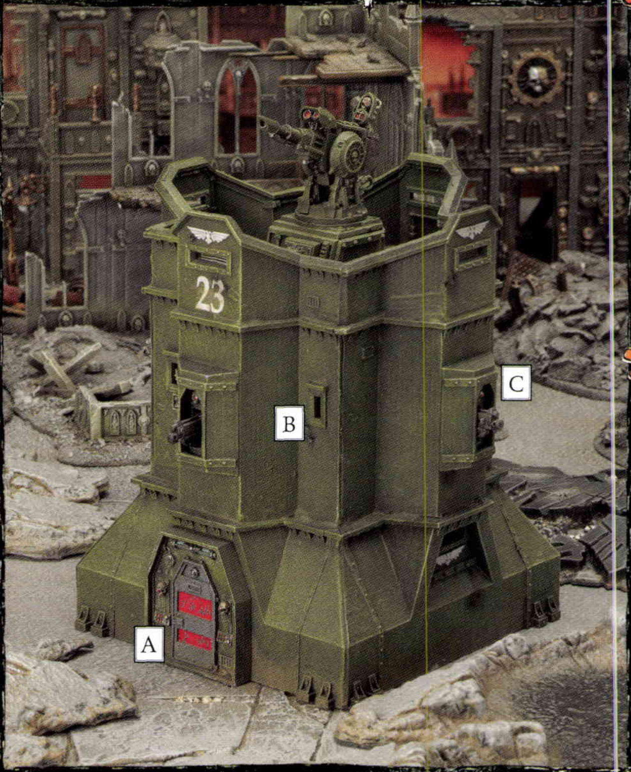
In the Choosing Your Army section (page 108), you'll see that you can add some buildings to your army, allowing your troops to deploy in and fight from a strong position. You might also use some of the fortifications as 'neutral' buildings on the battlefield. In this case, simply treat all fortifications not bought for either you or your opponent's army as being dilapidated. **A dilapidated fortification has 2 fewer points of Armour Value on each facing than is normal for a building of its type. Furthermore, its emplaced weapons cannot be fired.**

Fortifications, Fire Points and Armour Values

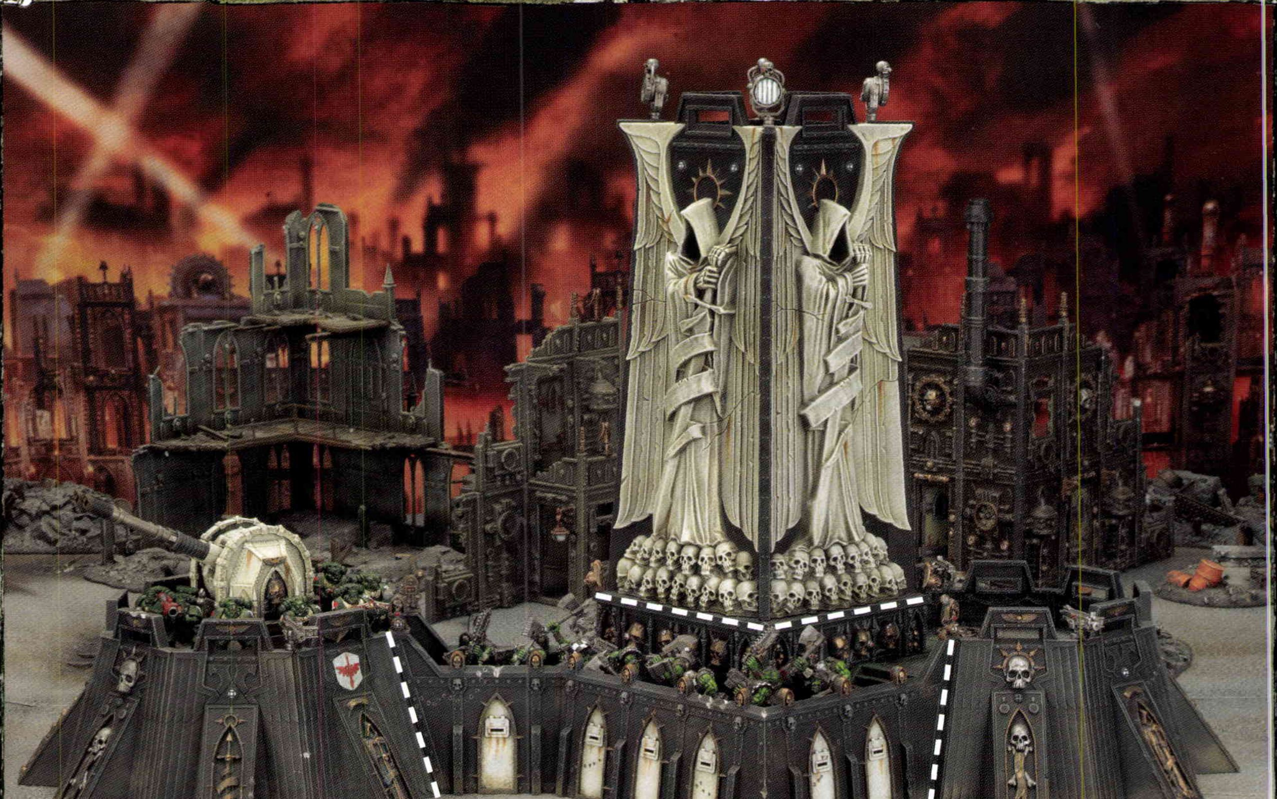
This Imperial Bastion (right) is clearly as tough as buildings come, so it's best played using an Armour Value of 14 (unless it is dilapidated, in which case it'd have Armour Value 12). There are several Fire Points in the walls, and an impressive set of battlements. There is one Access Point: the door. The bastion also has several emplaced weapons: a heavy bolter on each facing and an Icarus lascannon on the roof.

This imposing Fortress of Redemption (below) is a vast fortification, and best split down into several sections: two bunker annexes, the wall and the main tower, all of which are Armour Value 14 (or 12, if dilapidated) and can be attacked or occupied separately. Each building has one or more emplaced weapons: each bunker annex has a heavy bolter; furthermore, the left bunker has a twin-linked Icarus lascannon, and the right a missile silo.

The unit of Space Marines and Orks are fighting over the Fortress of Redemption. Each unit is able to shoot at the other and are able to declare charges against each other, as they occupy adjacent battlements. If a charge is declared, no Overwatch fire is made, they are automatically in range and every model is engaged with the enemy.



A – Access point B – Fire Point C – Emplaced Weapon



RUINS

Years of ceaseless battle have reduced countless proud structures to twisted ruins. They are normally composed of badly damaged walls sitting amongst piles of broken rubble. Ruins can also have one or more floors partially intact. As they are often lacking large chunks of walls and roof, ruins are easy for gaming purposes. Players can place their models inside and move them around to show their position. No abstractions are required – both players can see the models for themselves. However, it is useful to explain how unit coherency, and blast markers and templates work in this environment.

These rules are based on the height and area of the plastic Citadel city ruins (such as those found in the Citadel Imperial Sector kit). They will work just as well with ruins of your own creation, so long as their dimensions are roughly similar.

RUINS: THE BASICS

All ruins are difficult terrain and provide a 4+ cover save. Players can also agree at the beginning of the game to treat some ruins as dangerous terrain as well, representing unstable structures on the verge of collapsing or that are still on fire. Of course, the nature of ruins means that the boundaries of the terrain can be somewhat indistinct. The best way to counter this is to ensure that both players are clear on the boundaries of each ruin before the game begins.

Ruins With Bases

A ruin might be mounted on a base, decorated with rubble, and other debris. In this case, **treat the base as area terrain.**

Ruins Without Bases

If the ruin has not been mounted on a base, then **the ground floor is not counted as either difficult terrain or area terrain.** Of course, units still have to take Difficult Terrain tests if they move through the walls or if they climb to the upper floors.

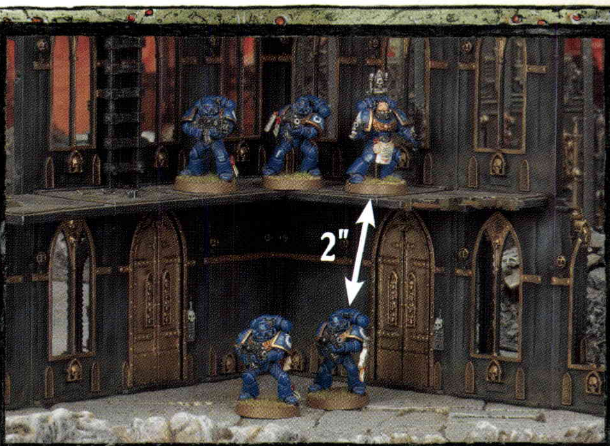
Coping with Different Heights

With units inside ruins, you will often need to measure weapon ranges between models on different levels and at different heights. **Measure the distance from base to base**, holding your tape measure at an angle as necessary. Sometimes, a wall of rubble or an exposed stanchion will get in the way and you'll find it difficult, or impossible, to accurately measure the distance. Should this happen, it's more than acceptable to estimate based on what you can measure.

Unit Coherency

When moving, it is possible that models from the same unit may end up spread across two or more levels of a ruin. In this case, the **models on different levels maintain unit coherency as long as any part of the body of a model on a lower level is within 6" of the base of a model that is higher up.**

This means that you measure up 6" from the head of a model on one level to the base of the model on the next level up, and so on. Players should be generous when measuring for very short models, like swarms, which otherwise may be unable to spread over several levels of a ruin (give them a break – they're only little!).



Unit Coherency

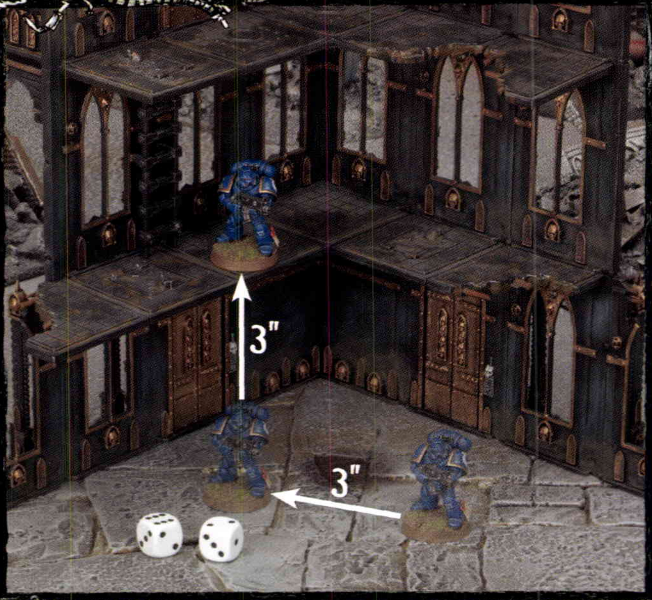
As the Space Marines in this ruin are all within 2" of another member of their squad on the same level, or within 6" of another member of their squad on a different level, they are in unit coherency.

MOVING WITHIN RUINS

Only certain troops are capable of clambering to the upper levels of ruins. Accordingly, **only Beasts, Infantry, Jetbikes, Skimmers and all types of Jump and Jet Pack units can move on the upper levels of a ruin** – and only if the model can physically be placed there. Other units may only move on the ground level of the ruin. You should agree with your opponent at the beginning of the game whether or not any other unit types can enter the upper levels of a ruin (Walkers and Monstrous Creatures could be allowed to enter sturdy looking ruins).

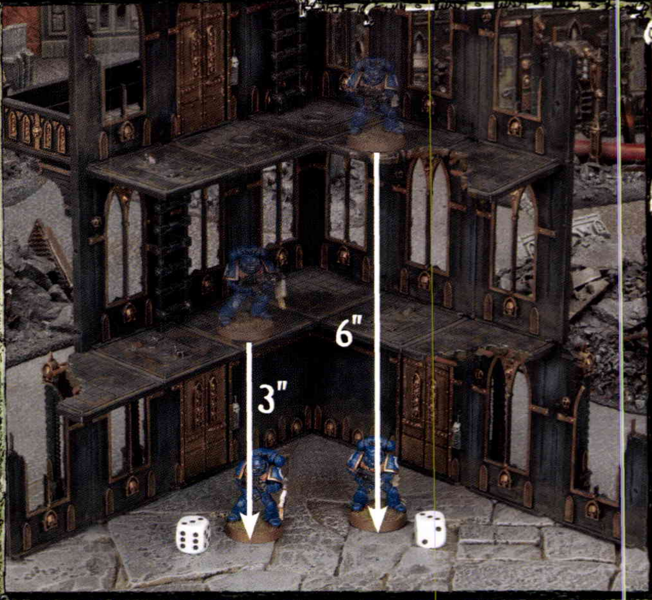
Infantry

Even though different building models vary, the typical distance between levels in a ruin is 3". A model moving on foot in a ruin therefore needs 3" of its movement to go up or down a level. As ruins are difficult terrain, this means that if a 1 or 2 is rolled, a model may not make any vertical movement (but may still move horizontally on its level). If a 3 is rolled, the model can either move up to 3" horizontally or simply go up or down a level without any horizontal movement. If a 4 or 5 is rolled, a model can either move horizontally up to the maximum rolled or go up/down a level as well as moving its remaining 1" or 2" horizontally. On a result of 6, the model will be able to go up/down two levels if it does not move horizontally at all, or move one level up/down and horizontally for the remaining 3" or all 6" horizontally.



Moving within Ruins

The Space Marine takes a Difficult Terrain test and gets a result of 6". He can therefore move 3" horizontally to get beneath the next level of the ruin and then move up 3" to get to the next level.



Jumping Down

Two Space Marines take Dangerous Terrain tests to jump down. Both roll a 3 for their Impact tests. The Space Marine on the left survives: he's only falling 3", and so only suffers a -1 penalty to the test. The Space Marine on the right is falling 6" giving him a -2 modifier which turns his 3 into a 1 – he is therefore removed as a casualty.

If the distance between levels in a ruin is not 3", simply measure the distance between the levels to determine how much movement a model requires to move up or down between the them. If the distance between levels is 6", models that wish to ascend or descend that level will only be able to do so on a Difficult Terrain test of a 6, and they will not be able to make any horizontal movement.

If the distance between levels is greater than 6", models cannot ascend the level at all by making a Difficult Terrain test, but Jump units, Jet Pack units, Jetbikes and Skimmers can try to move up (see below). Similarly, if the distance between levels is greater than 6", models cannot move down by making a Difficult Terrain test, but they can choose to jump (see Gravity – Nature's Downward Express), try to use their packs if they are Jump units or Jet Pack units, or use their anti-grav engines if they are Jetbikes or Skimmers.

Jump units, Jet Pack units, Jetbikes and Skimmers

Remember that Jump units, Jet Pack units, Jetbikes and Skimmers are not hindered by difficult terrain, and move over any terrain as part of their move without penalty. However, if these models start or end their move in difficult terrain (such as a ruin), they must take a Dangerous Terrain test. All **surviving Jump and Jetbike models are then simply placed within 12" of their starting point**, including on a different level of a ruin. **Surviving Jet Pack models are placed within 6" of their starting point** instead. **Skimmers that aren't Immobilised can complete their move.**

Gravity – Nature's Downward Express

If your unit is in the upper floors of a ruin and wants to get down in a hurry, the models can always jump down. This, as it sounds, is really quite dangerous and bound to end with a sickening snapping noise, but desperation can often make such things necessary. A unit that is not falling back and descending through a building can always elect to Leap Down to a lower level, rather than making a Difficult Terrain test. However, **all descending models in the unit must take an Impact test** (see page 95).

Walls, Doors, Ladders and Lateral Thinking

Should troops be able to move through walls if there is no door? That's really down to what you and your opponent decide. It's perfectly acceptable to assume the combatants on both sides have brought plenty of cutting tools, acidic disintegrators or naked ferocity to muscle their way through any wall so foolish as to block their path. Indeed, the normal rules for moving through difficult terrain allow you to do just this. Equally you and your opponent could decide before your game that models can only pass from one side of a wall to the other if they walk around, or if there is a door, window, grate or similar handy opening.

The same is true of ascending and descending levels within a ruin. It's just as valid to assume that the combatants should be able to climb the few feet from one floor to the other, as it is to disallow models from climbing higher in a ruin that has no ladders. Just remember that the more involved your rules for ruins are, the longer the game can take.

TEMPLATE AND BLAST WEAPONS

Multi-level ruins require certain conventions and clarifications to ensure that Template, Blast or Large Blast weapons behave in a consistent fashion, and to keep the game moving.

When firing Template, Blast or Large Blast weapons at models in a ruin, it can be tricky to physically place the marker or template over the models in question. The best way to gauge which models are actually under the template is to simply hold the template above the entire ruin, and look down through it. This is illustrated below.

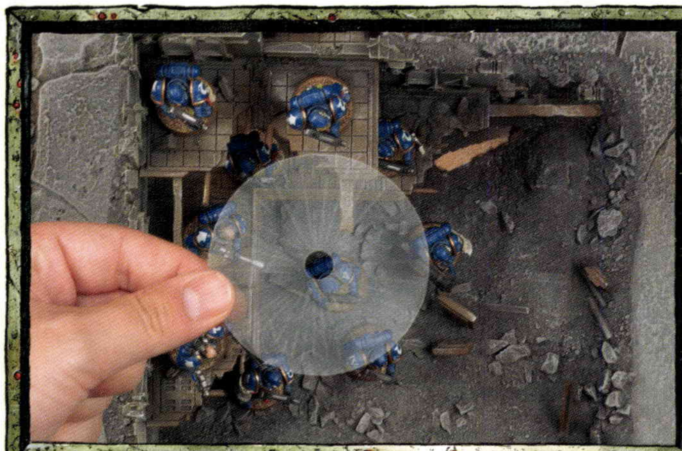
BLAST WEAPONS

When firing a weapon with the Blast or Large Blast type into a ruin, **declare which floor you are aiming at**, and continue. **Wounds can only be allocated to models on the stated level, starting with the closest model to the firing unit.** Other models in the target unit that are on different levels cannot have Wounds from that shot allocated to them. If a Blast or Large Blast weapon scatters, it can still only hit models on the level targeted, though this may be the corresponding level of a nearby ruin. If there is no corresponding level, it instead hits the highest level under the template, and can only wound models on that level. If the blast marker scatters to non-ruin, or open terrain, resolve as normal.

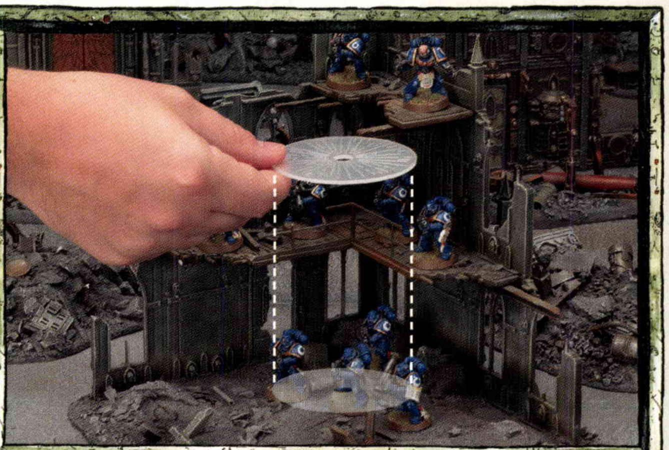
BARRAGE WEAPONS

Barrage weapons work by lobbing munitions high into the air, bringing death to the enemy from above. The advantage of these indirect fire weapons is that they can be used to engage targets ignoring the limitations of line of sight. The disadvantage is that they explode the moment they strike a structure, meaning warriors can shelter deep within a ruin.

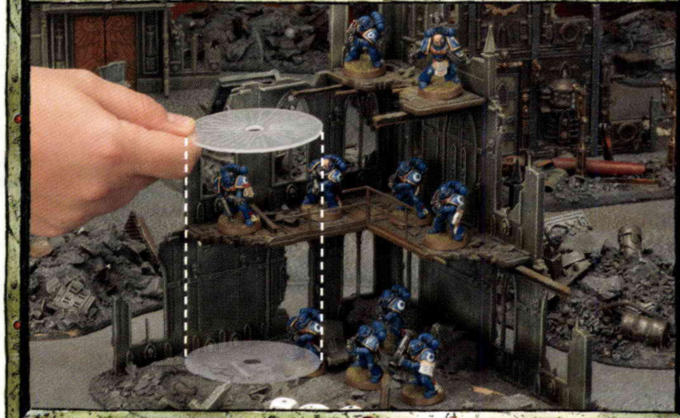
Barrage weapons always strike the highest level that is under the hole in the centre of the marker.



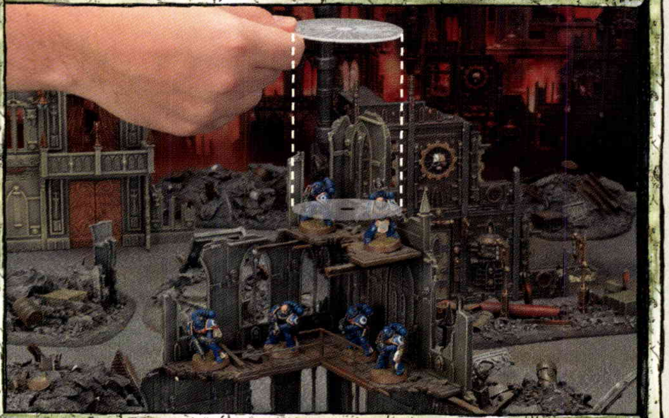
BLAST MARKERS AND TEMPLATES
It is easiest to hold blast markers and templates above a ruin and look down to see which targets are hit.



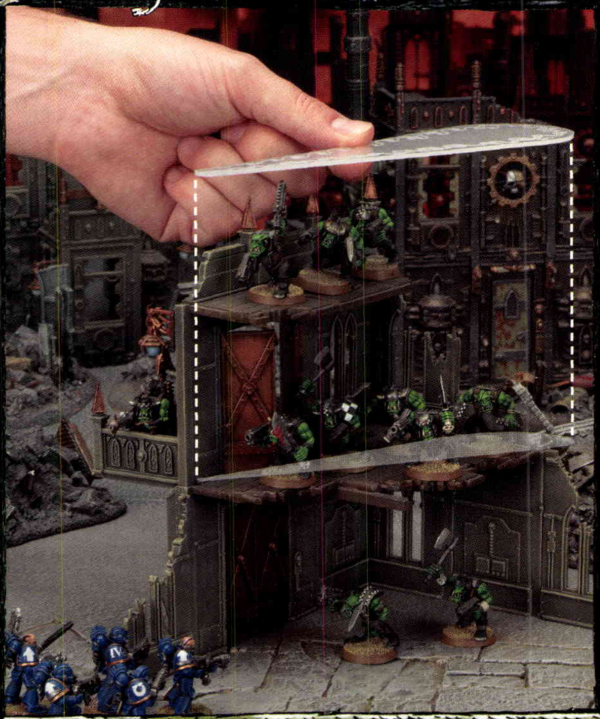
PLACING BLAST MARKERS
This shot is targeting the Space Marines on the ground level, and so those on the higher levels are unaffected.



SCATTERING BLAST MARKERS
The shot scatters 3". The models under the blast marker are not on the level that was targeted, so no hits are scored.



BARRAGE WEAPONS
As the hole in the blast marker is over the upper level, only the two Space Marines under the blast marker on the upper level are hit.



Ruins and Templates

The Space Marine with a flamer declares the middle level of this ruin as his target. The five Orks under the template on that level are hit whilst the two on the ground floor are not. Note that the top floor is too high to be targeted.

Template weapons

When targeting a unit in a ruin, the firer must declare which level is being targeted before placing the template. **Template weapons** (such as flamers) **can only hit models under the template on a single level. This can be on the same level as the firer, or one level higher or lower.**

A Jump model, Jet Pack model, Jetbike or Skimmer that fires a Template weapon at a unit in a ruin may target models on any single level of the ruin.

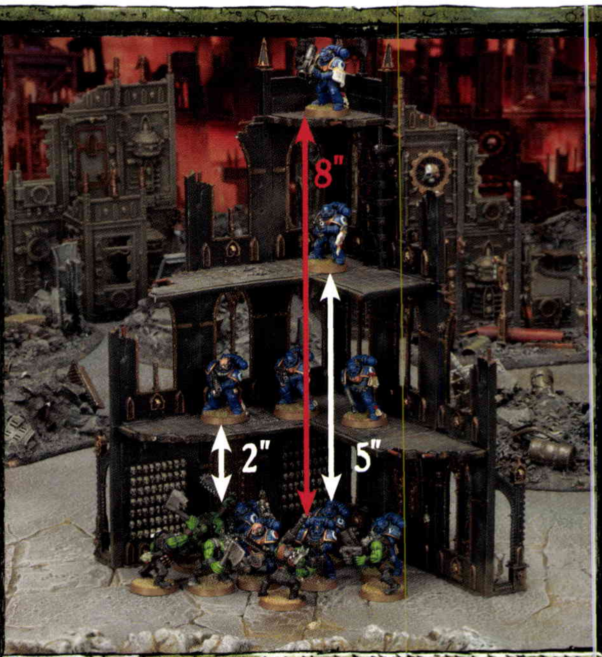
Multiple Blast and Template Weapons

If a unit is firing more than one Blast, Large Blast or Template weapon (in any combination), at different levels, you'll need to resolve them one at a time to ensure Wounds are allocated to the correct level of the ruin. If all such weapons are firing at the same level, you can resolve them all together as normal.

RUINS AND ASSAULTS

Once an assault begins, both friendly and enemy models can end up scattered all over the ruin. For the sake of simplicity, the same principle described for unit coherency is used to determine which models are engaged in an assault. That is to say, distances between models on different levels are measured between the heads of the models on the lower level to the bases of the models on the upper levels. Therefore, **a model is engaged in combat if it is in base contact with one or more enemy models, if it is within 2" of a friendly model in base contact with one or more enemy models on the same level or if it is within 6" of a friendly model in base contact with one or more enemy models on a different level.**

In some cases, the ruin might genuinely be unstable or uneven, or the space could be very limited on a particular level, making it impossible to move charging models into base contact with the unit they wish to charge. When this happens, it is perfectly acceptable to place models as close to their foe as possible, including the level below or above, providing that you make clear to your opponent which of your models are in base contact with his models. We find that directly below or above works well, representing them charging up or down a flight of stairs.



Ruins and Assaults

All of the Space Marines on the ground floor are either in base contact with an Ork, or within 2" of another member of their squad that is in base contact with an Ork, so they can all fight. The four Space Marines spread over the two floors above are all within 6" of a member of their squad that is in base contact with an Ork, so they can all fight as well. The last Space Marine, on the top level, is not within 6" of a member of his squad that is in base contact with an Ork, so he cannot fight.

FORESTS, JUNGLES AND WOODS

Forests offer all manner of tactical possibilities for a canny Warlord. Scouting parties can use them as cover as they move forwards, whilst defenders can dig in amongst the trees in preparation for an assault.

FORESTS: THE BASICS

Forests are always at least difficult terrain. They are usually also area terrain. Some units, such as Jump units, also treat them as dangerous terrain under certain circumstances.

COVER SAVE

Models within a forest's boundary benefit from a 5+ cover save. Similarly, if one or more models in a shooting unit have to trace their line of sight through a forest (because they're shooting at a model beyond the forest) then the model being shot benefits from a 5+ cover save. This applies even if, during the game you rearranged a forest's trees around a unit – you just need to remember where the boundaries of the forest are.

MYSTERIOUS FORESTS

Forests are mysterious terrain – they can conceal all kinds of exotic danger. As soon as a unit enters the forest, roll on the Mysterious Forest table below to determine what sort of forest it is. You should agree with your opponent at the beginning of the game whether all forests on the table will be of the same type (in which case roll once on the table the first time any unit enters a forest) or whether you will have a variety of forests on the table (in which case you should roll for each forest individually the first time any unit enters it).

Mysterious Forest Table

D6	Forest Type
1	Almost pleasant – it's an ordinary forest that isn't trying to kill you… yet.
2	Brainleaf fronds.
3	Carnivorous jungle.
4	Ironbark forest.
5	Overgrown spinethorn.
6	Razorwing nest.

2. Brainleaf Fronds

The undergrowth is thick with sentient plants whose roaming tendrils possess the ability to impose their will on living beings.

If a unit is at least partially in a brainleaf frond forest **at the start of its Shooting phase, it must take a Leadership test on 3D6** (even if locked in combat). **If the test is failed, one randomly determined model in the unit inflicts D6 automatic hits on his unit** as he is taken over by a brainleaf and lashes out. These hits are **resolved at his own Strength, using any Melee weapons and special rules that would normally apply to hits he inflicts in close combat.** These Wounds are allocated by the controlling player (one at a time) to any model in the unit with no cover saves allowed.

3. Carnivorous Jungle

This jungle is a seething mass of venus mantraps, shreddervines and toxinshrooms. Most are so maddened by starvation that they will attack anything that moves, whether it's edible or not.

If a unit is in a carnivorous jungle **at the start of their Shooting phase, it suffers D3 automatic hits resolved at Strength 5, AP –.** Wounds can only be allocated against models within the forest's boundary, but can otherwise be allocated (one at a time) to any model chosen by the unit's controlling player. Cover saves cannot be taken against these Wounds. Hits against vehicles are resolved against rear armour (those creepers get everywhere).

4. Ironbark Forest

These trees are not organic life, but metal flora sheathed in impenetrable adamantium hides.

Cover saves granted by an ironbark forest are 3+, rather than 5+.

5. Overgrown Spinethorn

The floor of this forest is dense with writhing, hungry spinethorns, shifting masses of tendrils that quickly swallow up any small objects. Loose rocks, decapitated heads and even grenades are quickly smothered beneath an impenetrable carpet of thick, twisting vines.

Units in an overgrown spinethorn receive a 2+ cover save against Wounds, glancing and penetrating hits caused by grenades. The grenades of units who are within an overgrown spinethorn, or whose charge move takes them through any part of an overgrown spinethorn, have no effect that phase.

6. Razorwing Nest

The upper boughs of the forest are threaded with the nests of territorial razorwings – those that enter had best not disturb them…

If a unit rolls a 4+ on one or more dice when making a Difficult Terrain test for moving into or through a razorwing nest (during any phase) it suffers D6 Strength 3, AP – hits with the Rending special rule at the end of the move. Cover saves cannot be taken against these Wounds. Wounds can only be allocated to models within the forest's boundary, but can otherwise be allocated (one at a time) to any models chosen by the controlling player. Vehicles suffer hits against their rear armour.

RIVERS, LAKES AND POOLS

This category covers large flows of liquid, as well as such things as lakes. A river might contain water, but in the wilds of the war-torn galaxy, it's just as likely to be lava, industrial sludge, daemonic bile or some other unpleasant – and likely dangerous – substance.

RIVERS: THE BASICS

Rivers, lakes and pools are always at least difficult terrain. Some units, such as Jump units, also treat rivers and lakes as dangerous terrain under certain circumstances. Of course, most rivers have at least one place at which they can be crossed, such as a bridge or a ford. Such crossing points are treated as open terrain.

MYSTERIOUS RIVERS

Rivers are mysterious terrain – it might look like its water, but in the 41st Millennium, it almost certainly isn't. As soon as a unit enters the river, lake or pool, roll on the Mysterious River table below to determine what exactly they are wading through. You should agree with your opponent at the beginning of the game whether all rivers (and other water features) on the table will be of the same type (in which case roll once on the table the first time any unit enters a river) or whether you will have a variety of rivers on the table (in which case you should roll for each water feature individually the first time any unit enters it).

MYSTERIOUS RIVER TABLE

D6	River Type
1	Calm Waters – It's harmless, but it smells.
2	Daemon bile
3	Hyperslime
4	Fireblood
5	Industrial ooze
6	Iceblood

2. DAEMON BILE

As well as being unutterably vile, wading through daemonic effluence has a distinctly tarnishing effect on the wader's ability to both use and resist psychic abilities.

Any model that moves through Daemon bile immediately loses D3 Warp Charge points and cannot attempt to Deny the Witch until the start of its next turn.

3. HYPERSLIME

This bubbling fluid is a hyper-charged primordial soup with amazing regenerative and evolutionary powers. Once in its warm embrace, few wish to leave.

Models within the hyperslime's boundary have the Feel No Pain special rule – however, a unit wishing to move out of the hyperslime, or shoot at any enemy, must first pass a Leadership test or find themselves unable to act. Falling back units do not need to pass a Leadership test – they keep running!

4. FIREBLOOD

This river is naught but raging fire and molten lava – not a safe place to linger.

Fireblood is dangerous terrain. Any vehicle Immobilised in fireblood is automatically Wrecked.

5. INDUSTRIAL OOZE

The thick and cloying flow of manufactorum-discharged waste makes for an unpleasant and eye-watering fording, but this is nothing compared to what happens if the fluid is mistakenly ingested, as can happen when diving for cover.

Models within the industrial ooze's boundary benefit from a 5+ cover save. However, any model that goes to ground in industrial ooze must pass a Toughness test or suffer a Wound with no armour saves or cover saves allowed.

6. ICEBLOOD

The liquid of this river freezes tight on contact with flesh or armour. Whilst this can provide an additional layer of protection, one must survive the initial shock to benefit.

Iceblood is dangerous terrain. Any model that moves through or ends its move in iceblood can re-roll failed armour saves until the start of its following turn.

BATTLEFIELD DEBRIS

Wreckage, craters and corpses are not the only things left behind after a battle. Ammo crates, barricades, fuel dumps – all these things and more can be abandoned in the hasty aftermath of victory, or as a consequence of defeat. Doubtlessly, the land over which you now battle has seen many such conflicts before, and those wars might have left behind something that can serve in this new struggle.

BATTLEFIELD DEBRIS: THE BASICS

Unless otherwise noted, **battlefield debris is difficult terrain**, though elements of other types of terrain may also apply.

Ammunition Dump

A ready supply of ammunition is always welcome in a fight – especially when you hear the 'dead man's click' of an empty magazine.

Any model within 2" of an ammunition dump can re-roll failed To Hit rolls of 1 in the Shooting phase. If a model is in cover behind an ammunition dump, it has a 5+ cover save.

Barricades and Walls

Barricades and walls are hastily assembled obstacles or the remains of once proud structures.

If a model is in cover behind a barricade or wall, it has a 4+ cover save. For the purposes of charge moves, models that are both in base contact with a barricade and within 2" of each other are treated as being in base contact. Despite the models on either side not literally being in base contact, the combatants fight nonetheless.

Comms Relay

A working comms relay can be crucial to the coordination of reserves, and therefore to a swift victory.

Any player with an unengaged model within 2" of a comms relay can re-roll Reserves rolls. If a model is in cover behind a comms relay, it has a 5+ cover save.

Defence Lines

Defence lines are armoured shield sections that link together to form makeshift fortresses.

Defence lines follow all the same rules for barricades and walls except that a unit that decides to Go to Ground behind a defence line gains +2 to its cover save, rather than +1.

FUEL RESERVE

Armoured fuel barrels can prove handy shelter – right up until the point they go BOOM!

If a model is in cover behind a fuel reserve, it has a 5+ cover save. However, each time a model successfully makes this cover save, immediately roll a D6. On a roll of 1, the barrel explodes; centre the large blast marker over the model that made the save – units suffer a number of Strength 3, AP – hits equal to the number of models from their unit that are at least partially under the template.

GUN EMPLACEMENT

Though once abandoned to the tide of war, this gun battery still functions and will serve the cause of carnage once again for anyone who can get to it.

One model in base contact with the gun emplacement can fire it instead of his own weapon, following the normal rules for shooting. The type of weapon on the gun emplacement depends on the model that you're using to represent it – some shooting weapon profiles can be found starting on page 56. If a model is in cover behind a gun emplacement, it has a 4+ cover save. The gun emplacement can be shot at and attacked in close combat. It is hit automatically in close combat and has the following profile:

	WS	BS	S	T	W	I	A	Ld	Sv
Gun emplacement	-	-	-	7	2	-	-	-	3+

IMPACT CRATER

The aftermath of heavy shelling, exploded mines, and orbital bombardments, impact craters provide protection to those sensible enough to seek it.

Impact craters are area terrain. If a model is in cover within an impact crater, it has a 5+ cover save.

IMPERIAL STATUARY

The cold and noble gaze of this ancient hero inspires determination in those who have it not.

Models from the armies of the Imperium (Imperial Guard, Sisters of Battle, and all Chapters of Space Marines) are Fearless whilst within 2" of Imperial statuary. If a model is in cover behind Imperial statuary, it has a 3+ cover save.

RIDGELINE / HILL CRESTS

Desperate troops seeking cover will often take refuge in the lee of a hill.

Ridgelines and hill crests should normally be treated as open ground (unless they're particularly severely sloped, in which case they might be difficult or even dangerous terrain). If a model is in cover behind a ridgeline or hill crest, it has a 4+ cover save.

SHIELD GENERATORS

These arcane pylons project an almost impenetrable wall of force.

Shield generators come in groups of two or more – it's not the generator itself that blocks shots and movement – it's the zone in between. If two shield generators are within 6" of each other, the direct line between them is treated as a shield barrier. A shield barrier is impassible terrain the height of the shield generators. Wounds caused by shooting attacks that pass through a shield barrier or shield generator benefit from a 3+ invulnerable save.

SHRINE TO CHAOS

The Dark Gods have touched many worlds, and the monuments left to their blasphemous taint cannot easily be counted.

Chaos Space Marines and models with the Daemon special rule can re-roll failed invulnerable saves whilst they remain within 2" of a Shrine to Chaos. If a model is in cover behind a shrine to chaos, it has a 4+ cover save.

TANGLEWIRE

Deployed primarily to deter infantry assaults, the barbed coils of tanglewire can prove fatal to fighters who do not watch their step.

Tanglewire is dangerous terrain. If a model is in cover behind tanglewire, it has a 6+ cover save.

TANK TRAPS

These obstacles allow all but vehicles to pass by unhindered.

Tank traps are impassable terrain to non-Skimmer vehicles, dangerous terrain to bikes, and open ground for all other units. If a model is in cover behind a tank trap, it has a 4+ cover save.

TRENCH LINES

These are defences dug into the battlefield itself, where troops can take cover from incoming fire.

Trench lines are difficult terrain. If a model in a trench line is in cover, it has a 4+ cover save.

WILD UNDERGROWTH

This category represents twisted and knotted flora that presents an obstacle to both shooting and movement.

Wild undergrowth is difficult terrain. If a model is in cover behind wild undergrowth, it has a 5+ cover save.

WRECKAGE / RUBBLE

Detritus of battles past litters the ground – twisted metal and shattered ceramite that can be used as cover if the battle becomes desperate enough.

Wreckage and rubble are area terrain. If a model is in cover behind wreckage or rubble, it has a 4+ cover save.

ARCHEOTECH ARTEFACTS

The galaxy is billions of years old, and was home to many races before the rise of Mankind. Even humanity itself once knew a time when numberless technological artefacts were created and lost. Such devices can be found on many worlds, and are just waiting to be rediscovered.

IMPASSABLY MYSTERIOUS

Archeotech artefacts are impassable and mysterious terrain. Unlike other mysterious terrain, **an archeotech artefact is triggered when a model ends its move within 2" of it** – roll on the Archeotech Artefact table to determine what is found.

ARCHEOTECH ARTEFACT TABLE

2D6	Artefact
2	Virus Outbreak
3	Holy Relic
4	Ethereal Dust
5	Booby Trap
6	Time Flow Stabiliser
7	Alien Corpse
8	Force Dome Generator
9	Psychneuein Hive
10	Unpleasant Slime
11	Degenerative Terraforming Node
12	Sunkiller Engine

2. VIRUS OUTBREAK

This pressure sealed container houses a tiny speck of a most virulent plague. Ill-suited to the environs of the modern galaxy, the virus has but a brief span in which to live, but might reduce a few warriors to rotting pustule-pocked ruin before it perishes.

The unit that triggered the artefact must pass a Toughness test, or suffer 1 Wound (using Random Allocation, but with no armour or cover saves allowed) for each point by which it fails (a roll of 6 is always counted as failing by at least 1). If this causes one or more casualties, every other unit within 12" of such a casualty must take a Toughness test or suffer casualties as described above. After this, the virus burns out and has no further effect.

3. HOLY RELIC

This is a relic of the old times, its value beyond counting.

This artefact is hereafter treated as an objective – at the end of the game, the player that controls it receives 2 Victory Points. More information on objectives can be found on page 122. If the mission does not use Victory Points, there is no benefit to claiming the holy relic.

4/7/10. ALIEN CORPSE/ETHEREAL DUST/UNPLEASANT SLIME

On closer inspection, this capsule contains nothing immediately useful in the midst of battle.

This result has no effect.

5. BOOBY TRAP

This artefact was looted long ago, but the thieves left behind a fiendish surprise for those who came later.

The unit that triggers a booby trap immediately suffers D6 Strength 5, AP – hits (vehicles suffer hits on their rear armour). Wounds are allocated as for shooting.

6. TIMEFLOW STABILISER

Once the casing is cracked, time near to the artefact slows to a crawl, allowing those nearby to strike with unbelievable speed.

Once the artefact is triggered, it is active for the rest of the game. All models within 6" of the artefact have Initiative 10.

8. FORCE DOME GENERATOR

Waves of invisible force shield those nearby from incoming fire.

Once the artefact is triggered, it is active for the rest of the game. All models within 6" of the artefact have a 4+ invulnerable save.

9. PSYCHNEUEIN HIVE

Whatever might have lurked in this ruined shell before, it is now home to a hive of juvenile psychneuein. Once disturbed, they swarm about the battlefield, boring through the skulls of psykers and laying eggs in their brains.

Immediately when the artefact is triggered, all Psykers on the battlefield suffer D3 Strength 3, AP 2 hits – roll separately for each Psyker. Always resolve these hits against the Psyker's Toughness (even if he's in a unit with a different majority Toughness) and resolve any Wounds against the Psyker.

11. DEGENERATIVE TERRAFORMING NODE

This world was not always as it is now, and interfering with the artefact has caused nearby terrain to revert to an earlier state.

Once the artefact is triggered, it is active for the rest of the game. All terrain and open ground within 6" becomes difficult and dangerous terrain.

12. SUNKILLER ENGINE

A bolt of abyssal light issues from the artefact. It pierces the skies, temporarily draining every lumen of light from the battlefield.

The Night Fighting special rules come into play immediately when the artefact is triggered, and lasts until the end of the following turn.

UNIQUE TERRAIN

The terrain presented in this section covers but a fraction of the possibilities open to you. There's an entire galaxy out there, filled with peculiar artefacts, bizarre contraptions, vicious flora, and lethal landscapes for your warriors to find.

Many such things don't even really fall into the categories we've discussed earlier. What if you just want one really large and vicious plant or some kind of psychically-activated war weapon? All this and more can be yours – just use your imagination. There are two examples presented here, but these are merely the beginning of your possibilities, not the end!

Spiker Plant

The spiker plant can be counted amongst the most dangerous flora in the galaxy. Not only does it have a rudimentary intelligence, its razor-sharp spines carry a genetically intrusive chemical that reforms the victim's body tissue into that of a spiker. Although the victim remains mobile for a few moments, the physiological changes destroy the mind so that the victim wanders aimlessly. Soon, all mobility is lost and another spiker waits for its prey.

Spiker plants are impassable terrain. A unit ending its move within 6" of a spiker plant immediately suffers D6 Strength 3, AP – hits. Wounds are allocated as for shooting. If this Attack causes a model to be removed as a casualty, roll a further D6. On a roll of 6, place another spiker plant in the victim's place.

Psionic Shield Generator

This curious array of crystal spheres feeds on psychic energy and emits it as a shimmering force field – often at a cost to the psyker.

Any Psyker within 2" of a psionic shield generator at the end of his Movement phase can expend any number of Warp Charge points, up to their maximum. However, for each Warp Charge point expended, the Psyker must immediately roll a D6 – he suffers the Perils of the Warp for each 6 rolled. If a Psyker expends any Warp Charge points in this way, he and his unit receive a bonus to their cover save equal to the number of Warp Charge points expended (to a maximum cover save of 2+). This bonus lasts until the start of the Psyker's next turn.

TERRAIN DATASHEETS

Some unique pieces of terrain even have their own datasheets for ease of use and reference. These contain all the information you need to use the terrain feature in your game. You'll find them in the pages of White Dwarf – Games Workshop's monthly magazine.

CHOOSING YOUR ARMY

*'No army is big enough to conquer the galaxy.
But faith alone can overturn the universe.'*

Now that you've had a chance to peruse the rules, you're doubtless ready to start unleashing carnage upon the battlefield. That being the case, it's time to forge an army.

CODEXES

Each of the races or space-born empires in Warhammer 40,000 has a codex – a book that contains rules, background and collecting information for that army. Within the pages of each codex, you'll find everything you need to know about that faction. An important part of this is the army list, which will let you transform your collection of Citadel miniatures into a Warhammer 40,000 army.

POINTS VALUES

Every model has a points value, as presented in its army list. The points value is a measure of how mighty a warrior that model is. A Tyranid Termagant costs a mere 5 points, whilst a Space Marine Captain costs over 100 points. By adding together all the points values of the models you have selected, you can find out the points value of your army. Knowing the points value of your models gives you a way of reckoning your army's effectiveness. Even the mightiest Space Marine Captain can be overwhelmed by Termagants if there are enough! Most games of Warhammer 40,000 take place between armies of equal points values.

SIZE OF GAME

To play a game of Warhammer 40,000, you and your opponent will usually need to agree to a points limit for the game. It is this points limit that determines the maximum points you can spend on your army, and therefore your army's overall power.

For example, if you decide to play a 2,000-point game, then neither player can spend more than 2,000 points on their army. In reality, most armies are actually a shade smaller than the agreed points limit – sometimes it's just impossible to spend every last point. Indeed, to get around this, most players are happy to let their opponent go a few points over the agreed total – after all, a few points here or there are unlikely to upset the battle's course.

WHAT POINTS LIMIT?

Quite what size game you wish to play should depend on how much time you have available – there's nothing more frustrating than having to abandon a close-fought battle because you're running out of time.

A limit of 1,500 to 2,500 points per side will give a game that can be concluded in a few hours. A 500 points game is still very entertaining, feeling like a clash of patrols, and normally lasts less than an hour. Larger games take proportionally longer, and you might expect a game of 4,000 points or more to take the entire day – perfect for a rainy Sunday!

THE ARMY LIST

With the points limit agreed, players need to pick their forces. The best way to do this is to make use of the army list in the relevant codex, although, of course, players are free to either adapt the army lists or use their own system as they wish. If you're using the codex, then you'll need to know about Force Organisation – sometimes referred to as Force Org.

FORCE ORGANISATION

As detailed in each army's codex, all the forces you can use are categorised to tell you something about the role they are meant to play in the army. These roles are: HQ, troops, elites, fast attack and heavy support.

HQ

A headquarters unit might be a heroic commander or fearsome monster. These models are amongst the most powerful in the game, as leaders will have access to more special equipment than anyone else. They are not invincible, but can provide a powerful spearhead for an attacking army and a strong core for a defensive one. Every army contains at least one Headquarters unit, and **a character from one of the army's HQ units must be nominated as the army's Warlord** (see page 111).

TROOPS

These represent the most commonly available soldiers in an army. This does not mean they are poor fighters – the category includes such troops as Space Marines and Ork Boyz, both formidable adversaries. These are the warriors that make up the bulk of an army. Their main tactical role is that of consolidating the gains of the army and defending the objectives that have been taken by more specialised units.

ELITES

Elite units are normally powerful but expensive. They are the best, and often most specialised, soldiers an army has to offer, but there are never enough of them. In some cases they will be specialists, while at other times they will be more experienced versions of the regular soldiers.

Fast Attack

Fast attack units are generally (surprise!) faster than their comrades and masters of manoeuvrability. Often, they are used for reconnaissance and scouting, while at other times they are assault troops who rely on speed to get their bloody work done.

Heavy Support

Heavy support units are literally the big guns of the army and include the heaviest items of equipment and the toughest creatures. However, they are also very expensive in points, so an over-reliance on them might leave you badly outnumbered.

Force Organisation Chart

Shown on the right is the standard Force Organisation chart for the Eternal War missions that are presented later in this volume. It is split into three sections: primary detachment, allied detachment and fortification.

PRIMARY DETACHMENTS

This section of the Force Organisation chart is reproduced in many codexes and is integral to building an army. It dictates the units you can take in the main body of your army. **All of the units in your primary detachment must be chosen from the same codex.** Furthermore, **your Warlord must be chosen from your primary detachment** (see page 111).

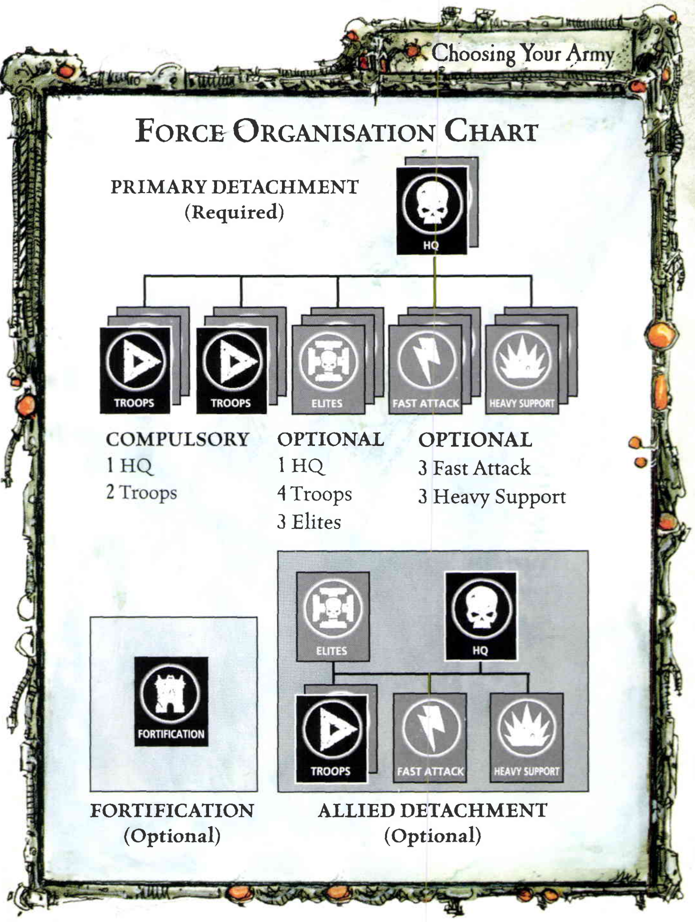
One box on the chart allows you to make one selection from that part of your army list in the relevant codex. **Dark boxes are compulsory selections.** As you can see, you have to take at least one HQ selection and two troops selections. These compulsory choices ensure that whatever else you select, your force will have a core within it that is representative of that army. This is rarely a disadvantage and many players often use the maximum number of troops selections. Sometimes a single choice on the Force Organisation chart will allow you to select more than one unit. This will always be explained in the appropriate codex, so be sure to read it carefully.

Dedicated Transports

Dedicated Transports sit outside the Force Organisation structure, as they are attached to the unit they are bought for. When this distinction is called for, **Dedicated Transports count as being from the same Force Organisation category as the unit they were bought for.** Therefore, a Rhino bought for a Space Marine Tactical Squad (troops) counts as a unit of troops, but one bought for a unit of Space Marine Sternguard Veteran Squad (elites), counts as elites.

Partial Force Organisation Charts

If your codex contains the primary detachment section of the Force Organisation chart, the allied detachment and fortification sections will not be present, as individual codexes do not contain rules for allied units or fortifications. If this is the case, it doesn't mean you can't use these elements of the chart, simply refer to the version presented here.



Allied Detachments

If you wish, **your army can include one allied detachment for each primary detachment in your army** (normally one, but if you're playing a larger game this might be two). As with the primary detachment, all units in the allied detachment must be chosen from the same codex, and **this must be a different codex to the one used for the primary detachment.**

As with the primary detachment, this section is split into a number of dark and light boxes, where dark boxes are compulsory selections, and light boxes are optional. An allied detachment will therefore always have one HQ selection and at least one troops selection.

Bear in mind that some combinations of armies and allies are more effective (and more eagerly entered into) than others – this is covered in detail later in the section (see page 112).

Fortification

This section of the Force Organisation chart represents purpose-built, battlefield defences. They might not be things your army has constructed itself – it's more likely that they're emplacements that have been captured and secured just before the start of the battle.

Unlike units, fortifications are not found in codexes. Instead, you'll find a selection presented in this book (see page 114), whilst others will be presented in White Dwarf and through our website: **www.games-workshop.com**

BIGGER GAMES

As your collection of miniatures grows, the urge to use them all at once will become hard to resist. Above a total of 1,999 points, the Force Organisation chart becomes a very limiting factor.

This being the case, if you're **playing a game of 2,000 points or more, you can take an additional primary detachment.** This gives you access to up to six choices each from elites, fast attack and heavy support, up to four HQ choices, a massive potential of up to twelve troops choices, an additional allied detachment and an additional fortification. In this case, **your Warlord can be from either of the primary detachments** in your army. As stated earlier, taking an extra primary detachment allows you to take an additional allied detachment (which must be from the same codex as your other allied detachment). All primary detachments must be taken from the same codex.

NON-STANDARD MISSIONS

Some missions, such as those presented in Planetstrike and other Warhammer 40,000 supplements, use different Force Organisation charts. Where this is the case, any alterations or substitutions will be explained there.

SPECIAL CHARACTERS

The 41st Millennium is filled with famous characters renowned as legendary heroes or infamous villains – these unique individuals, who stand out from normal characters because they have a personal name and not just a title, are called 'special characters'. Special characters are highly skilled and dangerous heroes who have incredible traits or skills that make them particularly valuable to an army.

For example, Commissar Yarrick is without doubt the most respected Imperial Guard Commissar in the entire Imperium, his inspiring presence securing the world of Armageddon against two massive Ork invasions within the space of fifty years. An army led by him can expect great benefits in terms of morale and leadership.

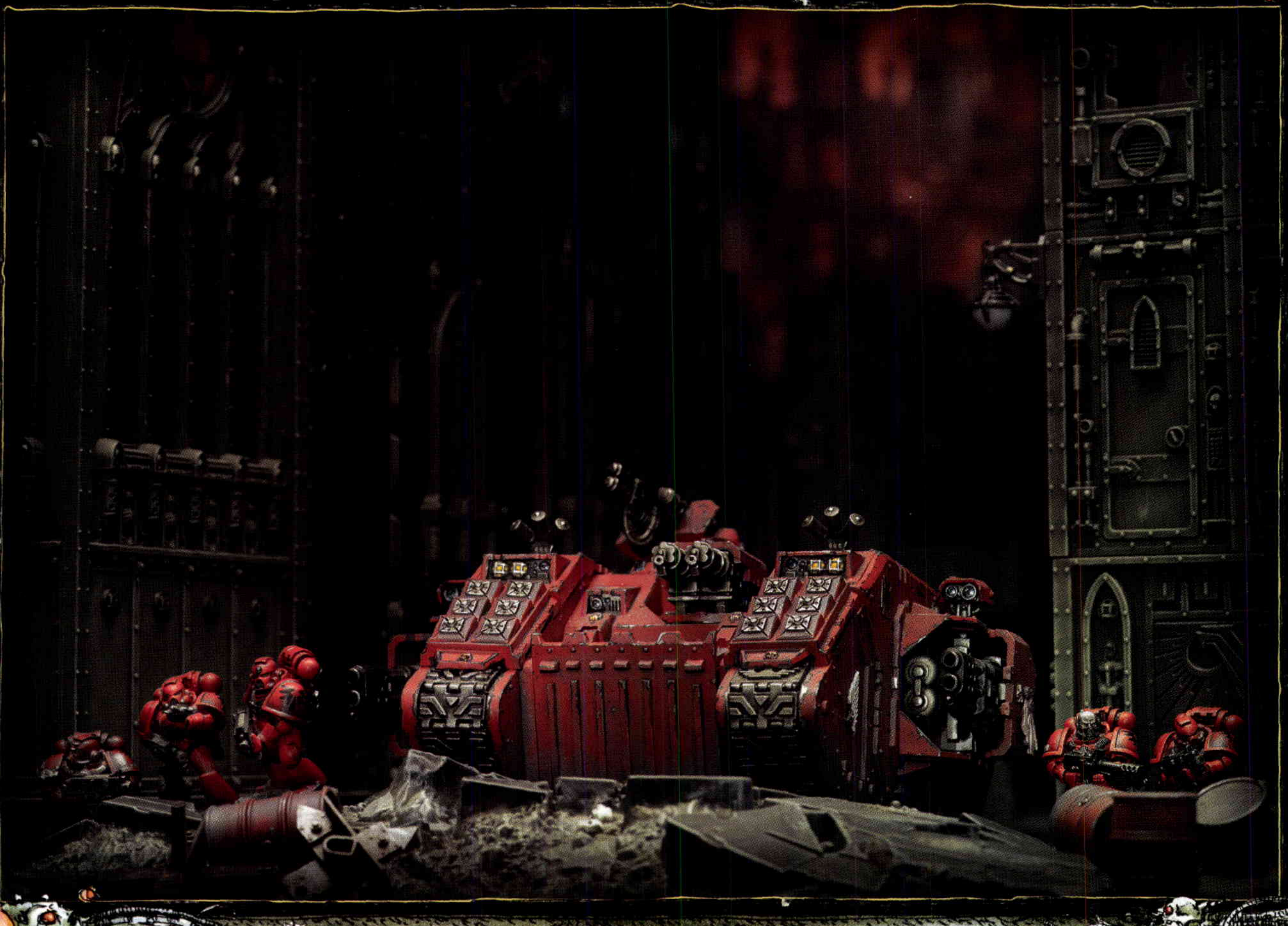
On the other hand, Khârn the Betrayer, an Exalted Champion of the Blood God, is a mad slaughterer of men, with no thought for anything other than personal combat (at which, it must be granted, he excels).

Unique

Each special character is unique, so a player cannot include multiples of the same special character in an army.

Warlord Traits

Special characters roll for Warlord traits as normal, unless their profile specifically notes that they have a fixed Warlord trait.



THE WARLORD

When choosing your army, you must nominate one model to be your Warlord. This is always the HQ choice character with the highest Leadership. If several characters are tied for highest Leadership, you choose among them which is your Warlord.

Your Warlord is a potent force upon the battlefield. Not only is he a mighty hero, with all the skills and renown you might expect, over the course of a long career, he will also have picked up one or more specialised abilities, which we refer to as 'traits'.

WARLORD TRAITS

To determine which trait your Warlord has, **you need choose which table to roll on at the start of the game. Roll on the table before you deploy your army** (see page 121). Sometimes, a codex will present an alternative Warlord Traits table that you can choose to roll on instead.

Command Traits affect an area immediately surrounding your Warlord, representing the orders he issues to the units around him during the thick of battle.

Personal Traits represent specific combat skills that your Warlord possesses. He can influence those fighting alongside him as he leads by example.

Strategic Traits are skills that affect your entire army, representing tricks or gambits your Warlord sets in motion long before the battle begins.

COMMAND TRAITS

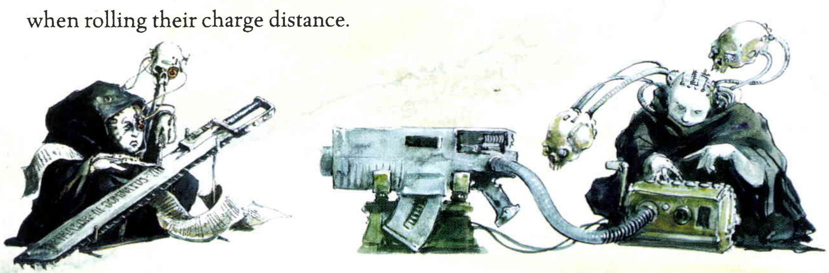
D6	Result
1	**Inspiring Presence** Friendly units within 12" of the Warlord can use his Leadership rather than their own.
2	**Intimidating Presence** Enemy units within 12" of the Warlord must use their lowest Leadership value, not the highest.
3	**The Dust of a Thousand Worlds** Your Warlord, and all friendly units within 12", have the Move Through Cover special rule.
4	**Master of the Vanguard** Your Warlord, and all friendly units within 12", roll an extra dice when they Run, using the highest.
5	**Target Priority** Your Warlord, and all friendly units within 12", re-roll To Hit rolls of 1 when shooting at enemy units that are within 3" of one or more objectives.
6	**Coordinated Assault** Your Warlord, and all friendly units within 12", add 1 to the result when rolling their charge distance.

PERSONAL TRAITS

D6	Result
1	**Master of Defence** Your Warlord, and his unit, have the Counter-attack special rule while they are in their own deployment zone.
2	**Master of Offence** Your Warlord, and his unit, have the Furious Charge special rule while they are in the enemy's deployment zone.
3	**Master of Manoeuvre** Your Warlord, and the unit he joins during deployment, have the Outflank special rule.
4	**Legendary Fighter** Your army gains 1 Victory Point for each enemy character slain by your Warlord in a challenge.
5	**Tenacity** Your Warlord, and his unit, have the Feel No Pain special rule whilst within 3" of an objective.
6	**Immovable Object** Your Warlord is a scoring unit, even if he is a vehicle.

STRATEGIC TRAITS

D6	Result
1	**Conqueror of Cities** Your units have the Move Through Cover special rule if moving through Ruins, and the Stealth (Ruins) special rule.
2	**Night Attacker** You can choose to use the Night Fighting rules in your game. If you do, there is no need to roll – it is Night for the first turn.
3	**Master of Ambush** Treat all your Outflanking units as having the Acute Senses special rule whilst the Warlord is alive.
4	**Strategic Genius** Whilst your Warlord is alive, you can re-roll any Reserves rolls (failed or successful).
5	**Divide to Conquer** Whilst your Warlord is alive, your opponent has a -1 modifier to Reserves rolls.
6	**Princeps of Deceit** During deployment, before deploying Infiltrators and before Scouts redeploy, you can do one of the following: redeploy one of your units within 3D6" of its current position, or redeploy 3 of your units, each within D6" of their current positions (roll separately for each). These redeployments cannot take a unit out of its deployment zone.



ALLIES

Unforeseen alliances happen all the time in the murky world of Warhammer 40,000. The Eldar might assist the Tau in destroying a Tyranid invasion, knowing that if they don't, the vassals of the Hive Mind will destroy a Craftworld. An Imperial Guard general might hire Orks of the Bloodaxe clan, little realising that his Chaos Space Marine enemies have already struck a similar arrangement with the selfsame greenskins. The possibilities are endless! From a gaming point of view, taking allies in your army opens up entirely new tactical possibilities, making your already formidable force even more so.

LEVELS OF ALLIANCE

Of course, in the grim darkness of the far future (where there is only war), it's a sad fact that very few armies trust one another entirely – if at all. A labyrinthine history of grudges, wars, campaigns and betrayals (intentional or otherwise) have the potential to sour all but the closest alliances – and that's to say nothing of the deep and abiding hatred some armies feel for others. To represent this, we have several categories of alliances, each of which imposes certain effects on the game. The Allies Matrix shows the levels of potential alliance between each army.

BATTLE BROTHERS

This category covers the strongest of alliances, two or more armies striving for a common goal. Battle Brothers have utter trust in their comrades, treating them as an extension of their own forces. Such alliances are always voluntary, born out of an unyielding desire for victory.

Battle Brothers are treated as 'friendly units' from all points of view. This means, for example, that Battle Brothers:

- Can be joined by allied Independent Characters.
- Are counted as being friendly units for the targeting of psychic powers, abilities and so on.
- However, note that not even Battle Brothers can embark in allied transport vehicles.

FORGING A NARRATIVE

Just as an alliance should be carefully considered, so too should the reasons for bringing one into your game. Yes, you can ally two armies together just to see what happens, but you and your game will be the richer if you stop to work out a good story for why it's happened. There are a few ideas on this page, but there are a wealth of other possibilities. Have the Grey Knights and Eldar joined forces to crush a Daemon incursion? Has a Tau expeditionary force thrown its lot in with a Chaos Space Marine warband, hoping to win them over to the principles of the Greater Good? Or is your alliance simply the coming together in battle of two Space Marine Chapters who have fought at each others' sides for millennia? We can't answer that, but you can…

ALLIES OF CONVENIENCE

The tides of war can often throw unlikely allies together, forcing them to work in common cause for a time. Such alliances seldom last for an entire battle, let alone a campaign, but that brief while can be sufficient for immediate needs.

Units in your army treat Allies of Convenience as enemy units that cannot be charged, shot, targeted with psychic powers or have templates or blast markers placed over them. However, if a psychic power, scattering Blast weapon or other ability that affects an area hits some of these Allies of Convenience, they will be affected along with any friendly or enemy units. This means that, for example, Allies of Convenience units:

- Can't benefit from the Warlord Trait of an allied character.
- Cannot be joined by allied Independent Characters.
- Are not counted as friendly units for the targeting of psychic powers.

DESPERATE ALLIES

This category covers alliances forged only through the direst need, by partners whose only shared ground is the abhorrence they feel for one another. Indeed, when a Desperate Alliance occurs, it is almost certainly built on deception. Such alliances are prone to collapsing at the most inconvenient moments. Those that do go to term invariably end with the messy deaths of one party or another, either at the hands of their erstwhile allies, or outside forces who judge them traitor for their deeds.

Desperate Allies are treated exactly like Allies of Convenience. Furthermore, if your primary detachment is in a desperate alliance, units from that allied detachment are non-scoring, non-denial units.

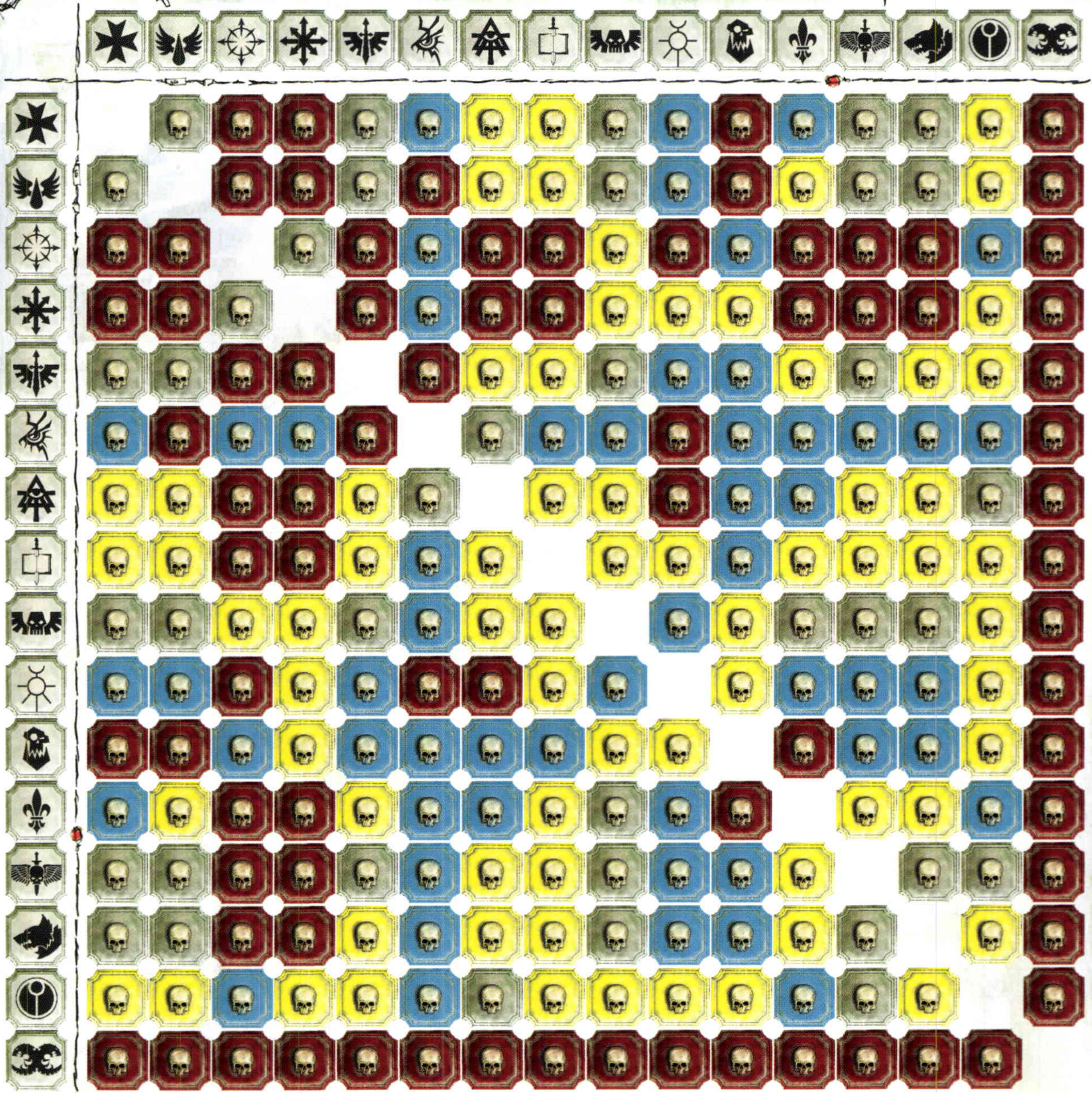
In addition, the One Eye Open special rule applies.

ONE EYE OPEN

At the start of each of your Movement phases, each of your **units within 6" of a Desperate Ally unit must roll a D6 – on a roll of a 1, that unit cannot move, shoot, run or assault that turn** (they're too busy watching for betrayal).

COME THE APOCALYPSE, BUT NOT BEFORE

Simply put, this kind of alliance cannot occur – there's too much bad blood between these two armies. You'll have to look elsewhere for aid.



	Black Templars	Blood Angels	Chaos Daemons	Chaos Space Marines	Dark Angels	Dark Eldar	Eldar	Grey Knights	Imperial Guard	Necrons	Orks	Sisters of Battle	Space Marines	Space Wolves	Tau	Tyranids
Black Templars		⬜	🟥	🟥	⬜	🟦	🟨	🟨	⬜	🟦	🟥	🟦	⬜	⬜	🟨	🟥
Blood Angels	⬜		🟥	🟥	⬜	🟥	🟨	🟨	⬜	🟦	🟥	🟨	⬜	⬜	🟨	🟥
Chaos Daemons	🟥	🟥		⬜	🟥	🟦	🟥	🟥	🟨	🟥	🟦	🟥	🟥	🟥	🟦	🟥
Chaos Space Marines	🟥	🟥	⬜		🟥	🟦	🟥	🟥	🟨	🟨	🟨	🟥	🟥	🟥	🟨	🟥
Dark Angels	⬜	⬜	🟥	🟥		🟥	🟨	🟨	⬜	🟦	🟦	🟨	⬜	🟨	🟨	🟥
Dark Eldar	🟦	🟥	🟦	🟦	🟥		⬜	🟦	🟦	🟥	🟦	🟦	🟦	🟦	🟦	🟥
Eldar	🟨	🟨	🟥	🟥	🟨	⬜		🟨	🟨	🟥	🟦	🟦	🟨	🟨	⬜	🟥
Grey Knights	🟨	🟨	🟥	🟥	🟨	🟦	🟨		🟨	🟨	🟦	🟨	🟨	🟨	🟨	🟥
Imperial Guard	⬜	⬜	🟨	🟨	⬜	🟦	🟨	🟨		🟦	🟨	⬜	⬜	⬜	🟨	🟥
Necrons	🟦	🟦	🟥	🟨	🟦	🟥	🟥	🟨	🟦		🟨	🟦	🟦	🟦	🟨	🟥
Orks	🟥	🟥	🟦	🟨	🟦	🟦	🟦	🟦	🟨	🟨		🟥	🟦	🟦	🟨	🟥
Sisters of Battle	🟦	🟨	🟥	🟥	🟨	🟦	🟦	🟨	⬜	🟦	🟥		🟨	🟨	🟦	🟥
Space Marines	⬜	⬜	🟥	🟥	⬜	🟦	🟨	🟨	⬜	🟦	🟦	🟨		⬜	⬜	🟥
Space Wolves	⬜	⬜	🟥	🟥	🟨	🟦	🟨	🟨	⬜	🟦	🟦	🟨	⬜		🟨	🟥
Tau	🟨	🟨	🟦	🟨	🟨	🟦	⬜	🟨	🟨	🟨	🟨	🟦	⬜	🟨		🟥
Tyranids	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥	

ALLIES MATRIX

⬜ Battle Brothers
🟨 Allies of Convenience
🟦 Desperate Allies
🟥 Come the Apocalypse

Black Templars
Blood Angels
Chaos Daemons
Chaos Space Marines
Dark Angels
Dark Eldar
Eldar
Grey Knights
Imperial Guard
Necrons
Orks
Sisters of Battle
Space Marines
Space Wolves
Tau
Tyranids

Find the row for the codex of your primary detachment on the left side of the matrix. Then find the column for the codex of your potential allies at the top of the matrix. You'll find the level of alliance at the intersection of the row and the column.

FORTIFICATIONS

Sometimes blood and steel are not sufficient to hold a vital patch of battlefield, for both are easily swept away by a concentrated assault. So, many commanders anchor their battle lines with impregnable fortresses, lines of barricades and armoured bunkers.

You can take a single fortification for each primary detachment in your force. If you have more than one fortification, you can take multiples of the same type, or have entirely different types – it's up to you. All fortifications have a datasheet that contains all the information you'll need to use them in your games.

Points Value. This is the points value of the fortification and its basic weapons (if it has any).

Composition. This tells you what terrain pieces the fortification consists of. Most are simply a single building or weapon, but others consist of several different terrain pieces.

Terrain Type. This tells you what part of the terrain rules you'll need to refer to when using your fortification. This can be anything from a line of barricades to a large building.

Access and Fire Points. If the fortification is a building, any Access Points or Fire Points it has will be listed here.

Weapons. If your fortification has weapons as part of its basic composition, they will be listed here. Note that many fortifications can purchase extra weapons at additional cost.

Options. This section lists any additional weapons, wargear or upgrades the fortification can have, and the points cost of each.

Weapon Profiles. Here you'll find the profiles for any of the weapons that the fortification can have. It includes both the standard and optional weapons.

AEGIS DEFENCE LINES

FORTIFICATION
50
POINTS

Aegis defence lines are barricades built from crenellated armoured sections that link together into a solid shieldwall. Their simple design means that they can be built and deployed at great speed, lending them the nickname of 'instant fortresses'. Aegis defence lines are ideally suited for commanders wishing to gain a foothold in enemy territory or establish defensive perimeters until such time when larger, more permanent fortifications can be constructed.

Composition: Up to 4 long and 4 short Aegis defence line sections. Each section of Aegis defence line must be placed in base contact with at least one other section.

Terrain Type: Battlefield Debris (Defence lines).

Weapons: None.

Options:

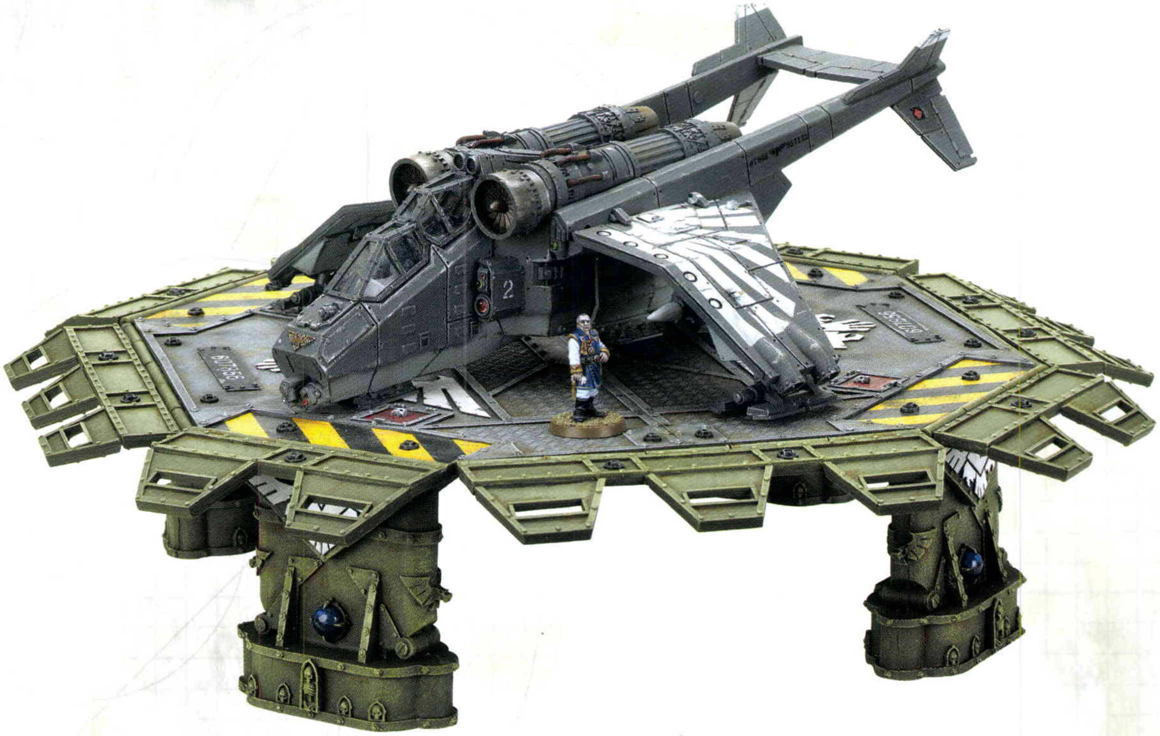
- Add one of the following:
  - Comms relay (see page 104) .... 20 *points*
  - Gun emplacement with Icarus lascannon .... 35 *points*
  - Gun emplacement with quad-gun .... 50 *points*

	Range	S	AP	Type
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Quad-gun	48"	7	4	Heavy 4, Interceptor, Twin-linked, Skyfire

SKYSHIELD LANDING PAD

FORTIFICATION
75
POINTS

Landing pads are used by flight-capable craft to unload or evacuate troops, vital personnel and critical supplies to or from the front lines. The Skyshield Landing Pad used by the Imperial Navy was originally purpose-built to accommodate Valkyrie and Vendetta gunships. However, it has proven robust enough to serve the larger Stormravens and Thunderhawks used by the Adeptus Astartes. With its armoured sides unfurled, Skyshields activate a series of locator beacons that guide incoming aircraft as they make their final approach. Once the craft touches down, the Skyshield's armour plating transforms into a protective configuration and force field generators shimmer to life, protecting the vulnerable gunship from incoming fire as it refuels, rearms or deploys its passengers.



Composition: 1 Skyshield Landing Pad

Terrain Type: Unique. The top surface of the Skyshield Landing Pad is open terrain. To move onto or off of the landing pad counts as moving through difficult terrain.

Access Points & Fire Points: As per model.

Weapons: None.

Special Rules:

Landing Pad Configuration: A Skyshield Landing Pad has certain rules depending on its current configuration, **shielded** or **unfurled**, as described below.

At the beginning of the Movement phase, before rolling for reserves, a model in base contact with a Skyshield Landing Pad can change its configuration from shielded to unfurled (or vice versa). If there are models from both sides in base contact with the landing pad, its configuration cannot be changed.

- **Shielded:** Units on top of a shielded Skyshield Landing Pad have a 4+ invulnerable save against enemy Shooting attacks.
- **Unfurled:** If a unit deep strikes on top of an unfurled Skyshield Landing Pad, it will never scatter. Jump units, Jet Pack units, Jetbikes and Skimmers do not need to take Dangerous Terrain tests for moving on to or off of an unfurled Skyshield Landing Pad.

IMPERIAL BASTION

FORTIFICATION
75
POINTS

An Imperial Bastion is a near-impregnable edifice built from foot-thick ferrocrete plating and the remains of faithful servants of the Imperium. Built to withstand orbital strikes and artillery bombardments, there are few weapons capable of razing a Bastion in a single blow. It is with good reason that such fortresses often form the cornerstone of a planet's defensive strategy.

With their commanding fields of fire, a unit garrisoned within the protective walls of an Imperial Bastion can unleash murderous volleys with little fear of reprisal. Heavy bolters jut from a Bastion's every wall, spitting death at any foes that dare approach. Only the most determined assault is likely to shift troops from such a fortification and few who brave an Imperial Bastion's guns ever reach the walls alive.

Composition: One Bastion.

Terrain Type: Medium Building (Armour Value 14).

Access Points & Fire Points: As per model.

Weapons: Four emplaced heavy bolters (typically one on each facing).

Options:

- Add one of the following:
  - Comms relay (see page 104) .... 20 *points*
  - Gun emplacement with Icarus lascannon .... 35 *points*
  - Gun emplacement with quad-gun .... 50 *points*

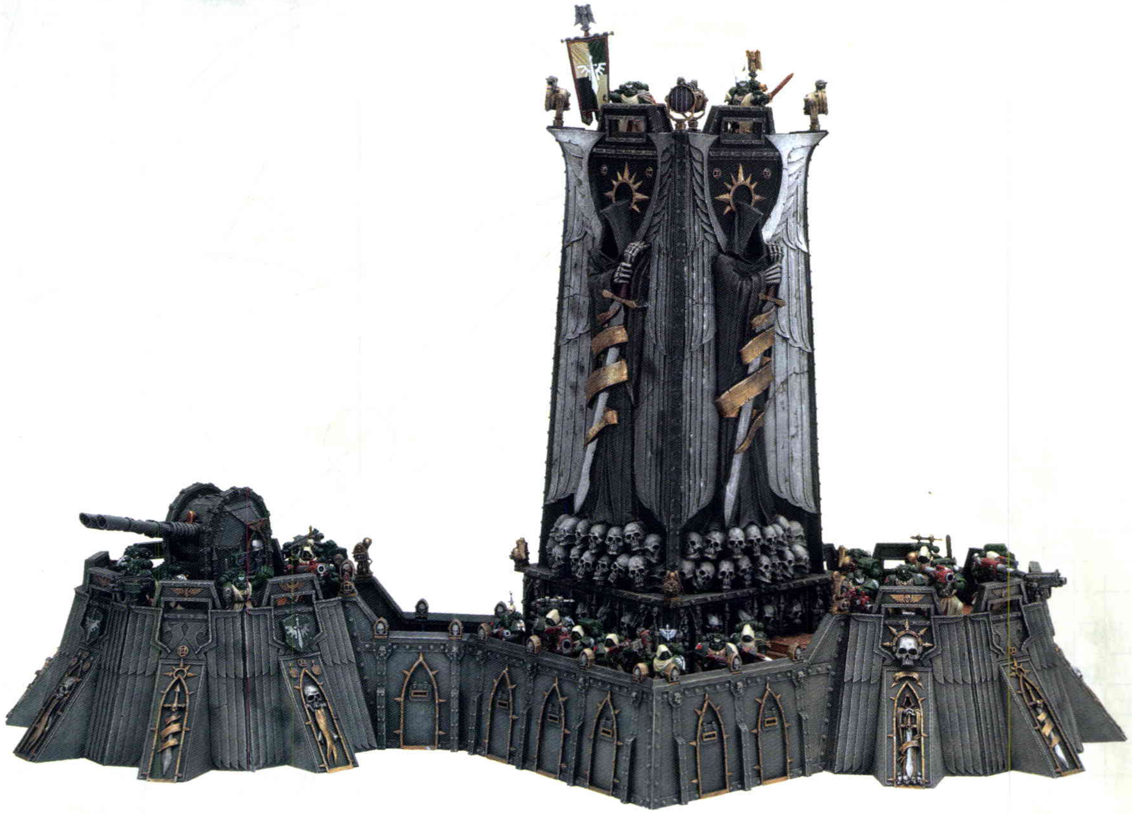
	Range	S	AP	Type
Heavy bolter	36"	5	4	Heavy 3
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Quad-gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked

FORTRESS OF REDEMPTION

FORTIFICATION
220
POINTS

A Fortress of Redemption is a towering bulwark against the ravages of planetary invasion. Each is virtually impervious to conventional firepower and the lower levels, bunker annexes and sub-crypts can house entire platoons of battle-ready warriors. First used by the Dark Angels of the Adeptus Astartes during the days of the Great Crusade, they have since been used by every military force in the Imperium and they have proven invaluable to the defence of the Emperor's realm.

A Fortress of Redemption is adorned with symbols depicting angels of death and the skulls of ancient heroes. This gothic grandeur of the unyielding edifice is matched only by its uncompromising and efficient lethality. Nestled within its armoured walls, a Fortress of Redemption houses an Icarus lascannon capable of destroying enemy ships in low orbit, a missile silo and a profusion of heavy bolters to repel ground based invaders.



Composition: Two bunker annexes and one main tower. Each section of the Fortress of Redemption must be placed in base contact with at least one other section.

Terrain Type: The bunkers annexes are both Small Buildings (Armour Value 14). The main tower is a Medium Building (Armour Value 14). The walkway connecting them is a small building (Armour Value 14).

Access Points & Fire Points: As per model.

Weapons: One bunker annex has an emplaced missile silo with fragstorm missiles and the other bunker annex has an emplaced Twin-linked Icarus lascannon.

Options:
- Upgrade the missile silo to have krakstorm missiles in addition to fragstorm missiles (each time the missile silo fires, the controlling player must choose which type of missile is being used).......... **30** *points*
- Add up to four emplaced heavy bolters (the heavy bolters can be allocated to any section(s) of the Fortress of Redemption).. **10** *points each*

	Range	**S**	**AP**	**Type**
Fragstorm missile	18-96"	4	5	Ordnance 1, Barrage, Large Blast
Krakstorm missile	18-96"	8	3	Ordnance 1, Barrage, Large Blast
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Heavy bolter	36"	5	4	Heavy 3

FIGHTING A BATTLE

'Survival is no birthright, but a prize wrested from an uncaring galaxy by forgotten heroes.'

The gauntlet has been thrown down. Two armies must now test their mettle against the foe. It matters not what roads were walked to bring the warriors to this bloody ground, only that they are here. There is no turning back. There is only war.

This section presents the Eternal War missions: scenarios where the armies are of roughly the same size and the situation gives neither side a particular advantage. As a result, it is not necessary to know what Eternal War mission you will be playing before selecting an army, only the agreed points value of the two battling armies. Once you know that, and you have selected your force, simply turn up and play.

Each Eternal War mission contains the information you need to get set up and playing. This information is broken down into the following categories: The Armies, The Mission, The Battlefield, Deployment, First Turn, Game Length, Victory Conditions and Mission Special Rules.

THE ARMIES

Both you and your opponent select forces to an agreed points limit from an army list in one of the Warhammer 40,000 codexes.

A points value of 1,500 to 2,000 points per side is a fairly standard size and will give you an exciting game that can be concluded in a few hours. More information on how to pick an army can be found on page 108. Remember, if you want to have more time for gaming, it's best to prepare your force before the battle starts!

A NOTE ON SECRECY

To keep things fair, you should always allow your opponent to read your force roster after a game and always make it clear to your opponent which squads are embarked in which Transports. However, before deploying armies, agree whether or not you will read the opponent's force roster during the game as well.

THE MISSION

Having selected your armies, it's time to determine which Eternal War mission you will be playing.

There are two ways that you can choose which Eternal War mission to use. The first is to agree with your opponent which Eternal War mission to play. The second is to pick randomly, by rolling a D6 and consulting the following chart:

D6	ETERNAL WAR MISSION
1	Crusade (see page 126)
2	Purge the Alien (see page 127)
3	Big Guns Never Tire (see page 128)
4	The Scouring (see page 129)
5	The Emperor's Will (see page 130)
6	The Relic (see page 131)

THE BATTLEFIELD

Next you need to set up your battlefield using the wargames terrain in your collection. First, the players must determine their table halves and deployment zones, then deploy fortifications and finally set up the rest of the terrain for the battle.

TABLE HALVES

In Eternal War missions, the board is divided into two equal halves across its length (Dawn of War), its width (Hammer and Anvil) or its diagonal (Vanguard Strike). The method used to divide the board in half will determine the shape of the players' deployment zones (see deployment maps on page 119). You and your opponent can either agree on which of these three methods you will use to divide the board, or you can pick one randomly by rolling a D3 and consulting the following chart:

D3	DEPLOYMENT MAP (SEE OPPOSITE)
1	Dawn of War
2	Hammer and Anvil
3	Vanguard Strike

Once the method of dividing the board into two halves has been determined, the players should roll-off. The winner of the roll-off selects one of the table halves to be his – his opponent takes the opposite table half.

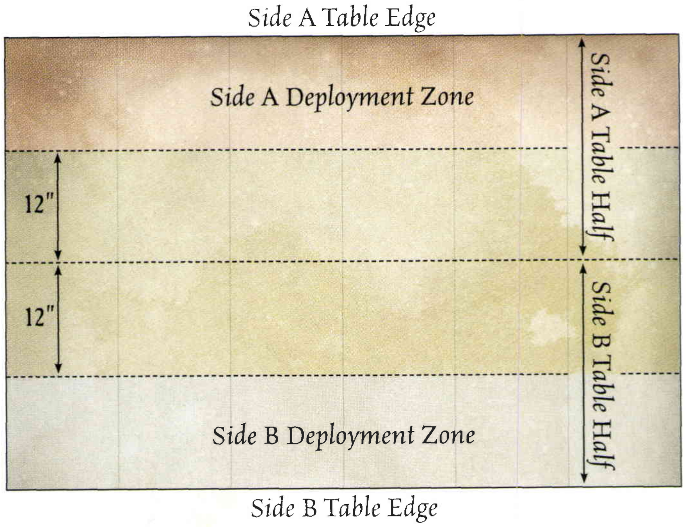
DEPLOYMENT MAPS

1

DEPLOYMENT MAP: DAWN OF WAR

If you are using Dawn of War deployment zones the board is divided into two equal halves across its length.

For Dawn of War, a player's board edge is the long board edge touching his own deployment zone.

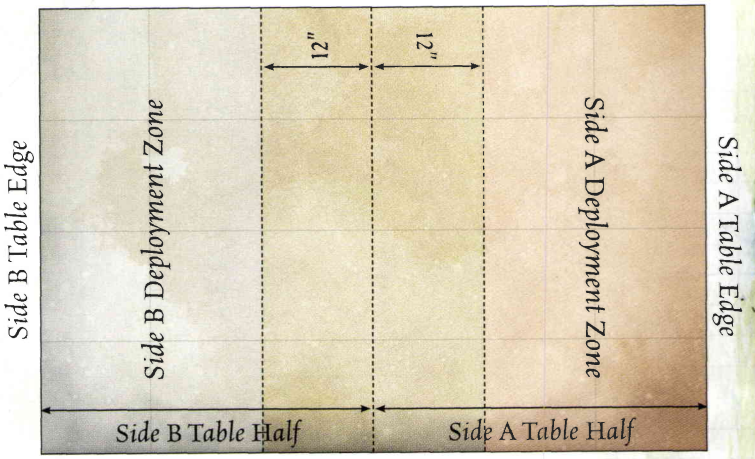

Side A Table Edge
Side A Deployment Zone
12"
12"
Side A Table Half
Side B Table Half
Side B Deployment Zone
Side B Table Edge

2

DEPLOYMENT MAP: HAMMER AND ANVIL

If you are using Hammer and Anvil deployment zones, the board is divided into two equal halves across its width.

For Hammer and Anvil, a player's board edge is the short board edge touching his own deployment zone.

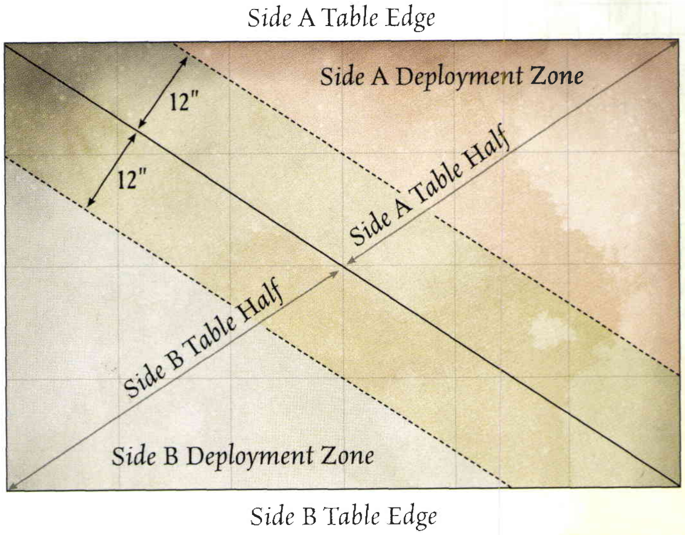

Side B Table Edge
Side B Deployment Zone
12"
12"
Side A Deployment Zone
Side A Table Edge
Side B Table Half
Side A Table Half

3

DEPLOYMENT MAP: VANGUARD STRIKE

If you are using Vanguard Strike deployment zones, the board is divided into two equal halves across its diagonal. Agree with your opponent which diagonal you will play across, or randomise to decide.

For Vanguard Strike, a player's board edge is the long board edge touching his own deployment zone.


Side A Table Edge
Side A Deployment Zone
12"
12"
Side A Table Half
Side B Table Half
Side B Deployment Zone
Side B Table Edge

SET UP FORTIFICATIONS

Next, players must **place any fortifications they have in their armies before placing any other terrain**. If both players have one or more fortifications then take it in turns to deploy them, starting with the player who chose table halves. Fortifications must be set up **wholly within the owning player's table half and not within 3" of another fortification**. Fortifications count against the terrain density limit (discussed later) of the 2' by 2' area in which the majority of the fortification lies.

SET UP TERRAIN

Next, the players must set up the terrain for the battle. There are two ways you can go about this – narrative or alternating.

Battlefield Size

This section assumes that you are playing on a battlefield that can be divided equally into 2' by 2' sections. If your battlefield is of a size that cannot be thus divided, then instead divide it into a number of equal sections as close to 2' by 2' as possible.

Narrative Terrain

If you're using this method, you and your opponent can set the terrain up in any mutually agreeable manner in order to create a fantastic-looking and evocative battlefield.

As you set up the scenery for your battle, try to make it look as much like a real battlefield as possible. A game is always better if you're telling a story, and the ground over which you fight is only slightly less important than the armies fighting over it.

For example, if you're an Ork Warlord attacking an Imperial Guard strongpoint, you'll want plenty of buildings (or ruins), as well as plenty of defence lines, trenchlines and gun emplacements to set the scene. If you're an Eldar Autarch attempting to purge Daemons from the arid wastes of Luther McIntyre IX, rocky outcrops and crashed spacecraft are probably more the thing.

Forging a Narrative

If you're the using alternating terrain method you shouldn't worry about setting up the scenery on the board in such a way that it suits your army. All the greatest generals carefully select the locations where they fight so that it favours their own army and hinders their opponent's. So, if you were the commander of a Tyranid assault swarm, you should think of placing plenty of scenery in your half of the table to block the opponent's lines of sight and provide cover, while the commander of an Imperial Guard tank force might decide to set up very sparse terrain, to maximize their fields of fire. The trick is to do this in such a way that it still looks as natural as possible – or, at least, as natural as a terrifyingly alien landscape can look!

Realm of Battle

For players using a Citadel Realm of Battle Gameboard (or any gaming board with a contoured surface), it's best not to count the hills moulded onto it towards the terrain density limit. Of course, if you were to place any free-standing hills from your collection onto the board, they would count towards the terrain density limit.

Alternating Terrain

If you and your opponent can't agree on a narrative to help you set up the terrain, you should use this method instead.

1. Pool all the terrain pieces you have available, and that you wish to use in this game. The only exceptions to this are fortifications that have been purchased as part of a player's army – these will already have been deployed.

2. Determine how many pieces of terrain can go into each 2' by 2' area of game board by rolling a D3 for each. This is known as the **terrain density limit**.

3. Once each area's terrain density limit is known, take it in turns, starting with the player who chose table halves, to deploy a piece of terrain. Each 'piece' of terrain should be a single substantial element (such as a building, forest or ruin) or a cluster of up to three smaller pieces of terrain (such as battlefield debris). Terrain can be placed anywhere on the board where it is more than 3" from other terrain.

4. Players can keep placing terrain until they decide to stop, or they reach the maximum terrain density limit for all of the 2' by 2' areas on the table, or there are no terrain pieces left to place. If a terrain piece is placed so that it straddles more than one 2' by 2' area, it counts towards the terrain density limit in the area in which the majority of the terrain piece lies. If one player chooses to stop placing terrain, their opponent is free to keep on placing terrain until they decide to stop, reach the terrain density limit or run out of terrain pieces in their collection.

5. After all terrain has been placed, players may wish to move or shuffle terrain around a bit in order to make a more aesthetically pleasing battlefield. If both players agree, you should move any terrain you wish in order to create the best looking board possible.

Other Missions

The format of the Eternal War missions governs many of the Warhammer 40,000 missions. However, like those in Warhammer 40,000 supplements, some missions may use different rules or formats for displaying the information needed to play that mission. For example, some missions use alternate methods to determine Game Length, whilst others specify who gets the First Turn. Some missions will not use Primary or Secondary objectives or even Victory Points. Wherever a mission varies from the rules and format presented here, it will clearly be outlined within that mission.

PLACE OBJECTIVE MARKERS

Many of the Eternal War missions require the players to place objectives. An objective is usually a point on the battlefield of particular importance to one or both of the armies. These points are designated by using objective markers, coins or other counters around 1 to 2 inches in diameter. If objectives need to be set up, the mission in question will contain details on how many need to placed and any special instructions for how to place them on the battlefield.

Unless instructed otherwise in the mission, starting with the player who chose their table half first, take it in turns to set up objectives according to the following rules:

- No objective can be placed within 6" of any battlefield edge or within 12" of another objective.

- No objective can be placed in, or on, impassible terrain, buildings or fortifications.

If there are a lot of objectives, or a lot of terrain, you may sometimes find that the last few are impossible to place using the above rules. When this occurs, simply nudge the other objectives by the smallest distance necessary to allow the last ones to be placed.

More information on objectives can be found on page 122.

DEPLOYMENT

Once the battlefield has been set up, it is time to determine your Warlord traits and deploy the armies for battle.

DETERMINE WARLORD TRAITS

Before either player deploys, they much first each determine their Warlord Traits, if they haven't done so already (see page 111). This is done now because the Warlord Traits could grant special deployment rules to part of a player's force that may affect a player's subsequent deployment of their forces.

DEPLOY FORCES

Armies are placed within the owning player's deployment zone. In Eternal War missions, a player's deployment zone is defined as **anywhere in their own table half that is more than 12" from the central line** dividing the board into two equal halves.

Roll-off to see which player chooses whether to deploy first or second. The player that goes first then places his entire army on the table in his deployment zone. His opponent then deploys his entire army in the opposite deployment zone. Units cannot deploy in impassable terrain unless they are normally allowed to move over impassable terrain and can physically fit on it. Units can never deploy in lethal terrain.

DEPLOYING WITHIN A FORTIFICATION

Any friendly unit can deploy within one of their army's fortifications, as long as it is also a building and wholly within their own deployment zone. If a fortification is deployed within 12" of the central line, only friendly units that have the Infiltrate or Scouts special rule can (re)deploy within the building, regardless of the proximity of enemy units.

Units can never deploy inside an enemy fortification, nor can they use pre-game abilities (like Scout redeployment) to embark in enemy fortifications before the first turn begins. Once the game begins, units are free to move into or out of any fortifications, friendly or enemy, following the normal rules.

DEPLOYING TRANSPORT VEHICLES

Units can be deployed in Transport vehicles if you wish – simply declare to your opponent which units are embarked where as part of your deployment. However, if a unit is a Dedicated Transport, only the unit it was selected with (plus any Independent Characters that have joined the unit) can deploy within it. After the game begins, other units can embark and disembark as normal (see page 79).

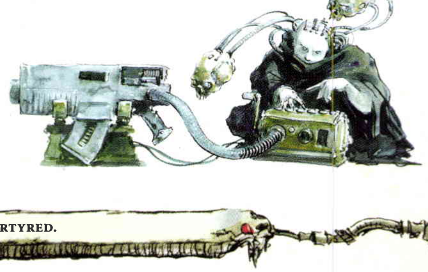
DEPLOYING INFILTRATORS AND REDEPLOYING SCOUTS

The sequence for Infiltrators and Scouts is the same in all Eternal War missions. First, both players deploy their forces (apart from any units left kept as Reserves or that chose to use their Infiltrate special rule). When both players have deployed their main force, then they deploy their Infiltrators (as described on page 38). Finally, they can redeploy units with the Scouts special rule (see page 41).

For the purposes of deploying Infiltrators and redeploying Scouts, an enemy fortification is only considered to be an enemy unit if it is occupied at the time of the redeployment.

DEPLOYING MULTIPLE UNIT CHOICES

Note that, occasionally, a codex will allow a player to include several units in his army at the cost of a single force organisation slot (like Imperial Guard Infantry Platoons, etc.). Apart from being bought as a single choice, these units operate and count as separate units in all respects.



FIRST TURN

Next, the player who deployed his army first starts the first turn unless his opponent can Seize the Initiative.

Seize the Initiative

In war, no plan survives contact with the enemy – even a lightning advance can be halted if the foe is swift enough to counter it.

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead. His army has clearly outwitted that of his opponent!

GAME LENGTH

Each mission will use this section to tell you how long the game lasts before victory can be determined.

As it happens, all of the Eternal War missions use Variable Game Length (right), but some of our other published missions, or missions you create yourself, might define it differently. Most often this means setting it at a certain length (6 game turns, for example). Whatever the case may be, it will be defined in the mission itself.

Variable Game Length

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VICTORY CONDITIONS

In the Eternal War missions, each army is seeking to accrue more Victory Points than the opposing force. Victory Points are acquired by securing Primary and Secondary Objectives, and the winner is the army with the most Victory Points at the end of the game. Indeed, if the winner has twice the Victory Points of his opponent, it can be considered a crushing victory! If both armies have the same number of Victory Points, the game is a tactical draw.

If one player concedes the battle, or his entire army is wiped out, the game ends and a crushing victory goes to his opponent. Likewise, if at the end of any game turn, one player has no models on the battlefield, his opponent automatically wins.

Objectives

To determine the number of Victory Points an army has earned, we use mission objectives. These are the goals your army will have to achieve, and they thus dictate the tactics that you'll have to employ during the battle. The number and types of mission objectives vary from mission to mission. There are two types of objective: Primary and Secondary.

PRIMARY OBJECTIVES

Primary Objectives define your army's main goal on the battlefield. This usually involves capturing the objectives in question – by controlling one or more vital sites or simply destroying parts of your enemy's force. Whatever Primary Objectives are used in a mission, both sides share it. The mission itself will tell you how to determine your Primary Objectives.

SECONDARY OBJECTIVES

Secondary Objectives are less important than Primary Objectives, but can still mean the difference between victory and defeat. All Eternal War missions have three Secondary Objectives shared by both players: Slay the Warlord, First Blood and Linebreaker.

Slay the Warlord

If, at the end of the game, the enemy's Warlord has been slain, you score 1 Victory Point. If the mission being played is Purge the Alien, then the enemy Warlord will, therefore, be worth 2 Victory Points in total.

First Blood

The first unit, of any kind, to be removed as a casualty during the game is worth 1 Victory Point to the opposing player at the end of the game.

If the mission being played is Purge the Alien, then this unit will therefore be worth 2 Victory Points in total. If the mission being played is Big Guns Never Tire, and the destroyed unit was a Heavy Support unit, it will, therefore, be worth 2 Victory Points in total. If the mission being played is The Scouring, and the destroyed unit was a Fast Attack unit, it will, therefore, be worth 2 Victory Points in total. If two or more units from opposing forces are removed simultaneously (for example, at the same Initiative step in an Assault phase) then both players get 1 Victory Point (in addition to any Victory Points from the mission).

Linebreaker

If, at the end of the game, you have at least one model from one or more scoring or denial units in the enemy's deployment zone, you score 1 Victory Point. Units that are falling back or that have gone to ground do not count.

CONTROLLING OBJECTIVES

You control an objective if there is at least one model from one of your scoring units, and no models from enemy denial units, within 3" of it. As different objectives vary in shape and size, it is important to agree at the beginning of the game exactly from where this distance will be measured.

A unit can only control one objective at a time. If a unit moves into a position where it could control two objectives, you must make it clear to your opponent which objective the unit is controlling.

SCORING UNITS

The concept of scoring units is central to several of the Eternal War missions, which are won or lost by controlling more objectives than the enemy at the end of the game (see those missions' victory conditions), and only scoring units can do that.

During a military campaign, the most powerful and specialised units assault the objectives and take them. They then forge ahead to the next objective, engaging the enemy with lightning-fast attacks and irresistible armoured advances. It is left to the grunts, the squads which make up the bulk of any fighting force, to dig in and consolidate any territorial gains, securing the objectives from any enemy counter-attack.

An army's scoring units are normally all the units that come from the troops selection of the Force Organisation chart – the main exceptions are in the Big Guns Never Tire mission (see page 128) and the The Scouring mission (see page 129). The presence of other units within 3" of an objective may deny an objective to the enemy, but only troops can control it. There are a few exceptions, however, when a unit of troops does not count as a scoring unit:

- If it is a vehicle, or is a unit currently embarked on a Transport vehicle, or is occupying a building.
- If it has the Swarms special rule.
- If it has a special rule specifying that it never counts as a scoring unit.
- If it is currently falling back (if the unit Regroups it immediately reverts to being a scoring unit again).

DENIAL UNITS

Denial units are those squads that can prevent an enemy from controlling an objective. In the Eternal War missions, **all units (including troops) are denial units**, save for a few exceptions given below:

- If it is a vehicle, or is a unit currently embarked on a transport vehicle, or is occupying a building.
- If it has the Swarms special rule.
- If it has a special rule specifying that it never counts as a denial unit.
- If it is currently falling back (if the unit Regroups it immediately reverts to being a denial unit again).

MISSION SPECIAL RULES

Some Eternal War missions use unique special rules. These confer extra abilities, restrictions or effects onto your games. We'll explain the most common ones here, but sometimes a mission will introduce its own special rules.

NIGHT FIGHTING

In pitch darkness, warriors must be sure of their targets before opening fire, and tend to be more cautious than normal.

If a mission has the Night Fighting special rule, roll a D6 before deployment: on a roll of 4+, the Night Fighting special rule is in effect during game turn 1.

If the Night Fighting rules did not take effect during game turn 1, roll a D6 at the start of Game Turn 5, On a roll of 4+, the Night Fighting rules are used for the rest of the game. On a roll of 3 or less, you must roll again at the start of every subsequent game turn – as soon as a roll of 4+ is rolled, the Night Fighting rules come into play for the rest of the game.

PICKING A TARGET AND NIGHT FIGHTING

While the Night Fighting rules are in effect, the distance to a target unit becomes very important – the darkness makes it very difficult to acquire distant targets. **The shooting unit cannot pick a target more than** 36" **away** – such units are completely hidden in the darkness. **Units between 24" and 36" inches away are treated as having the Shrouded special rule. Units between 12" and up to 24" away are instead treated as having the Stealth special rule.** Units less than 12" away can be shot at normally. If a shooting attack scatters, the distance from the firing unit to the original target is used to determine what effect Night Fighting has. This means that a unit that is over 36" away can still potentially be hit.

RESERVES

Reserves are forces that can be called upon to reinforce a battle at short notice, or to conceal your true strength from the foe.

PREPARING RESERVES

When deploying their armies, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. Units that must start the game in reserve are ignored for the purposes of working out how many other units may do so. A unit and its Dedicated Transport are counted as a single unit for these purposes. Independent Characters are also counted as a single unit regardless of whether they have joined another unit or not. During deployment, when declaring which units are kept as Reserves, the player must clearly explain the organisation of his Reserves to the opponent.

First, he must specify to the opponent if any of his Independent Characters left in reserve are joining a unit, in which case they will arrive together. Similarly, the player must specify if any units in reserve are embarked upon any Transport vehicles in reserve, in which case they will arrive together.

ARRIVING FROM RESERVE

At the start of your Turn Two, you must **roll a D6 for each unit being held in reserve – these are known as Reserve Rolls**. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3 it remains in reserve and is rolled for again next turn.

At the start of your Turn Three, roll for any units remaining in reserve. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3, it remains in reserve and automatically arrives at the start of Turn Four.

Some special rules can modify the roll required for a unit to arrive from reserve. Regardless of the modifier(s), a natural roll of a 1 always means that the unit in question remains in reserve.

If an Independent Character has joined a unit in reserve, it cannot leave the unit whilst in reserve, and it cannot choose to leave the unit on the turn it arrives from reserve. When rolling to see when they arrive from reserve, **roll a single dice for both the Independent Character and its unit.**

When Reserves arrive, the player picks any one of the units arriving and deploys it, moving it onto the table as described below. Then he picks another unit and deploys it, and so on until all arriving units are on the table. The player can then proceed to move his other units as normal.

When a Reserves unit arrives, **it must move fully onto the table from the controlling player's own table edge** (maps and diagrams illustrating table edges for the different deployment methods are shown on page 119). Models that are arriving by Deep Strike or Outflank deploy using their special rules (see pages 36 and 40).

Each model's move is measured from the edge of the battlefield, as if they had been positioned just off the board in the previous turn and moved as normal. This means it is incorrect to place a model on the board touching the edge and then move it – this would mean it moved too far, especially in the case of large vehicles. If for some reason a model's maximum move is insufficient to fit the entire model onto the board, or it becomes Immobilised itself whilst moving onto the board, place the model so that its rear end is touching the board edge – the model cannot move further during the Movement phase, nor may it shoot, Run or move Flat Out.

If a unit has a special rule forcing it to move in a specific direction or that could stop it from moving, the rule is ignored in the phase when it arrives from reserve.

Certain rare units are permanently immobile. If a unit like this cannot be deployed, or the player decides to keep it in reserve, it enters the game by Deep Strike. This represents the immobile unit being airdropped, teleported or otherwise deposited onto the battlefield.

Unless stated otherwise, a unit cannot charge, or use any abilities or special rules that must be used at the start of the turn, in the turn it arrives from reserve.

Ongoing Reserves

If a unit enters reserve part way through the game, such as a Flyer leaving the battlefield, this is referred to as entering Ongoing Reserves. **Units in Ongoing Reserve always re-enter play at the start of their controlling player's following turn**, but otherwise follow the normal rules for Reserves. If a unit is in Ongoing Reserve when the game ends, it awards Victory Points as if it had been destroyed.

MYSTERIOUS OBJECTIVES

Though the fortunes of war may ebb and flow, a strategic position is always hugely valued. A campaigning army often finds that its vital ground has been the site of old battles, with abandoned technology, shattered debris or sinister traps waiting to be discovered. In missions with the Mysterious Objectives mission special rule, the objectives that the armies are attempting to control confer special abilities or particular effects or onto the unit that controls them.

Identifying Objectives

When using Mysterious Objectives, **any unit that moves within 3" of an objective, or it is within 3" at the start of the first turn, must identify the nature of it**. To do so, the identifying unit's controlling player must roll a D6 and consult the table on the right. Alternatively, if you've a set of Battlefield Objective dice, you can simply roll one of these and place it next to the objective, referring to the symbol to tell you the type.

Note that, while any unit can identify the nature of an objective, it is only scoring units that can make use of it. If there is more than one scoring unit within range of an objective, the unit with the closest model is considered to be 'in control' for the purposes of the rules discussed below. If two or more units are an equal distance from the objective, randomise to see which is in control.

D6	Result
1.	**Sabotaged!** At the end of the turn in which the objective was identified, and at the end of every turn thereafter, roll a D6. On a roll of 1, the objective explodes. Centre the large blast template over the objective. Units suffer a number of Strength 4, AP – hits equal to the number of models from their unit that are at least partially under the template. This explosion does not destroy the objective, nor does it prevent further explosions occurring in later turns.
2.	**Nothing of Note.** This has no additional affect.
3.	**Skyfire Nexus.** A unit that controls this objective can choose whether or not all of the models in it have the Skyfire special rule each time they shoot.
4.	**Targeting Relay.** A unit controlling this objective re-rolls failed To Hit rolls of 1 when shooting.
5.	**Scatterfield.** A unit that controls this objective counts its cover saves as being 1 point better than normal (so a unit in the open would have a 6+ cover save). This bonus is cumulative with the Stealth and Shrouded special rules.
6.	**Grav Wave Generator.** Any unit attempting to charge a unit in control of this objective halves its charge range.

MISSION

1

CRUSADE

The battlefield is strewn with discarded equipment, wounded comrades, supplies and other detritus of war that, for various reasons, you wish to recover. You must fight off the enemy while scouring the field to retrieve as many of these vital objectives as you can.

THE ARMIES

Choose armies as described on page 118.

THE BATTLEFIELD

Next, determine your Deployment Map (see page 118) and then set-up terrain and objectives (see page 120-121).

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the players take it in turns to place a total of D3+2 Primary Objectives (see page 121).

DEPLOYMENT

Before deploying their forces, players should first roll for their Warlord Traits (see page 111) and then deploy as on page 121.

FIRST TURN

The player who deployed his army first, goes first unless his opponent can Seize the Initiative (see page 122).

GAME LENGTH

This mission uses Variable Game Length (see page 122).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Mysterious Objectives, Reserves.

PURGE THE ALIEN

Some battles are fought with only one goal – find your enemy, crush him utterly and take away his means to mount further resistance. Your mission is simple – kill as many enemy units as you can!

THE ARMIES

Choose armies as described on page 118.

THE BATTLEFIELD

Next, determine your Deployment Map (see page 118) and then set-up terrain (see page 120). This mission requires no objective markers.

DEPLOYMENT

Before deploying their forces, players should first roll for their Warlord Traits (see page 111) and then deploy as on page 121.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative (see page 122).

GAME LENGTH

This mission uses Variable Game Length (see page 122).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Mission 3

BIG GUNS NEVER TIRE

Both sides are attempting to secure a foothold in no man's land, spearheading the attack with overwhelming firepower. For the attack to be successful, your big guns must take up key positions on the battlefield and crush the enemy's heaviest weaponry before they do the same to you.

THE ARMIES

Choose armies as described on page 118.

THE BATTLEFIELD

Next, determine your Deployment Map (see page 118) and then set-up terrain and objectives (see page 120-121).

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the players take it in turns to place a total of D3+2 Primary Objectives (see page 121).

DEPLOYMENT

Before deploying their forces, players should first roll for their Warlord Traits (see page 111) and then deploy as on page 121.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative (see page 122).

GAME LENGTH

This mission uses Variable Game Length (see page 122).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each Primary Objective is worth 3 Victory Points to the player that captures it. In addition, at the end of the game, each player receives 1 Victory Point for each enemy heavy support unit that has been completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Mysterious Objectives, Reserves.

Heavy Metal: Unlike other missions, in Big Guns Never Tire, your heavy support units are scoring units, not just your troops units. In fact, in Big Guns Never Tire, even your vehicles are scoring units, providing that they are also heavy support units and they are not Immobilised!

Mission

4

The Scouring

Both sides are sweeping through the area, tasking recon units to identify sites of strategic import. However, not all sites are of equal worth and victory will go to the foe that can secure the most valuable sites and cripple the enemy's ability to locate others.

THE ARMIES

Choose armies as described on page 118.

THE BATTLEFIELD

Next, determine your Deployment Map (see page 118) and then set-up terrain and objectives (see page 120-121).

Place Primary Objectives

After setting up the terrain, the players take it in turns to place a total of 6 Primary Objective markers face down on the table (don't look!). There should be one marked with a 4, two marked with 3's, two with 2's and a single 1. Immediately before deciding whether or not to attempt to Seize the Initiative, flip the six markers over to reveal how many Victory Points they are worth.

DEPLOYMENT

Before deploying their forces, players should first roll for their Warlord Traits (see page 111) and then deploy as on page 121.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative (see page 122).

GAME LENGTH

This mission uses Variable Game Length (see page 122).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

Primary Objective

At the end of the game, each Primary Objective is worth a number of Victory Points to the player that captures it equal to the number on the marker. In addition, at the end of the game, each player receives 1 Victory Point for each enemy fast attack unit that has been completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Mysterious Objectives, Reserves.

Fast Recon: Unlike other missions, in The Scouring, your fast attack units are scoring units, not just your troops units. In fact, in The Scouring, even your vehicles are scoring units, if they are also fast attack units and are not Immobilised!

Mission

5

The Emperor's Will

Both sides are attempting to capture the enemy base of operations or another similarly vital objective, whilst defending their own.

THE ARMIES

Choose armies as described on page 118.

THE BATTLEFIELD

Next, determine your Deployment Map (see page 118) and then set-up terrain and objectives (see page 120-121).

Place Primary Objectives

After setting up terrain, the players take it in turns to place a single Primary Objective marker in their own table half. Normal restrictions for placing markers apply (page 121).

DEPLOYMENT

Before deploying their forces, players should first roll for their Warlord Traits (see page 111) and then deploy as on page 121.

FIRST TURN

The player who deployed his army first, goes first unless his opponent can Seize the Initiative (see page 122).

GAME LENGTH

This mission uses Variable Game Length (see page 122).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

Primary Objective

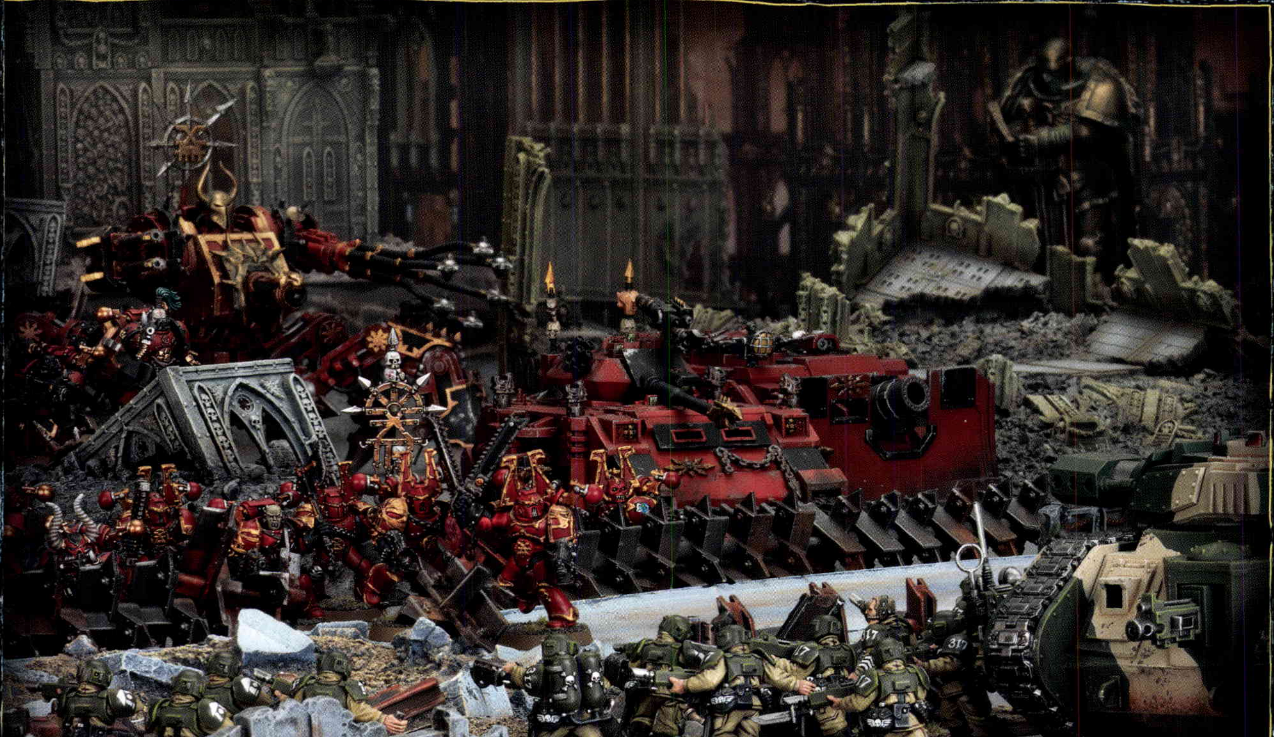
At the end of the game, each Primary Objective is worth 3 Victory Points to the player that captures it.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Mysterious Objectives, Reserves.



Mission 6

The Relic

Both sides are attempting to recover a valuable relic from the front lines. It might be vital battle plans or maps, an item of spiritual significance or some other irreplaceable artefact that must be recovered at all costs.

THE ARMIES

Choose armies as described on page 118.

THE BATTLEFIELD

Next, determine your Deployment Map as described on page 118. Before placing terrain, place a counter or coin in the centre of the battlefield to represent the Relic. Note that in this mission, no impassable or lethal terrain can be placed in the centre of the board. Having done so, set up terrain as described on page 120.

DEPLOYMENT

Before deploying their forces, players should first roll for their Warlord Traits (see page 111) and then deploy as on page 121.

FIRST TURN

The player who deployed his army first, goes first unless his opponent can Seize the Initiative (see page 122).

GAME LENGTH

This mission uses Variable Game Length (see page 122).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, the Relic is worth 3 Victory Points to the player who has seized it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Reserves.

The Relic: The following rules cover seizing, moving and dropping the Relic.

Seizing the Relic

A model in a scoring unit can seize the Relic by moving into base contact during the Movement phase – that model then automatically picks it up at the end of the phase. From that point, the Relic remains with the model (move the Relic with the model to show this) until it is dropped, which can happen voluntarily, but happens automatically if the model is slain.

Moving with the Relic

The Relic is fragile, and swift movement will likely damage it, so the model carrying the Relic cannot Run and can never move more than 6" in any phase. If it is forced to do so, the Relic is immediately dropped. A model with the Relic can embark a Transport vehicle, but that vehicle cannot move more than 6" per phase whilst the Relic is on board (so don't put it on a Flyer, as the Flyer will automatically crash next time it Zooms).

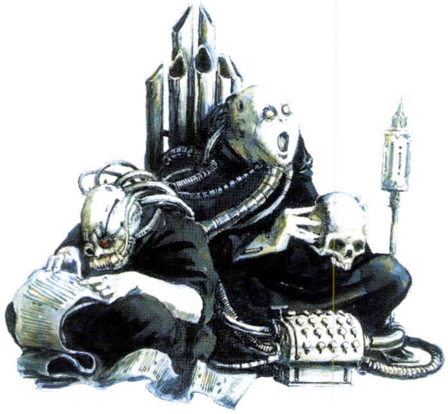
A model carrying the Relic can transfer it to any friendly model that is part of a scoring unit if the two models end their Movement phase in base contact. Move the counter to the new bearer to show who is currently holding the Relic. The Relic can only be passed to a friendly model once per Movement phase.

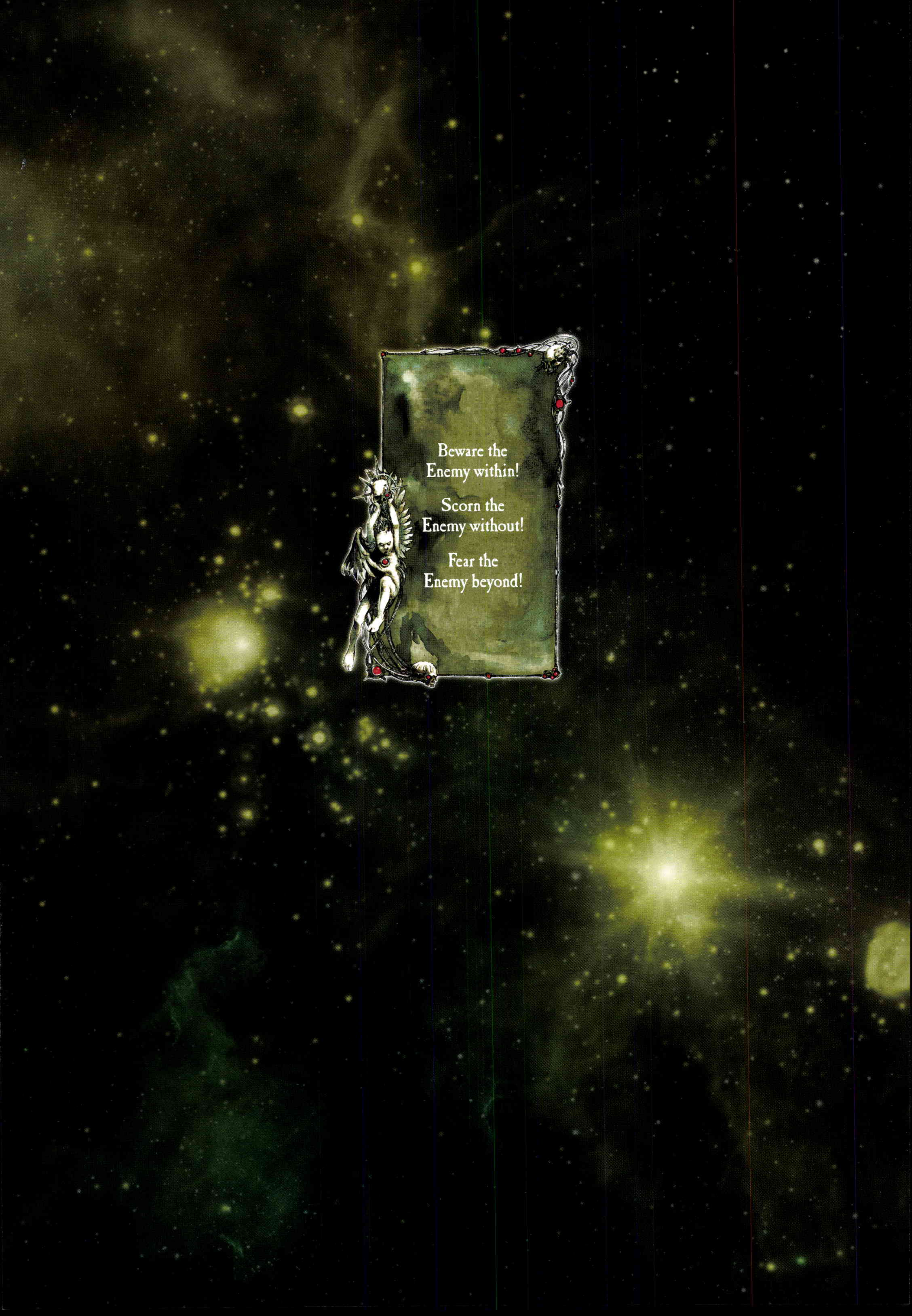
Dropping the Relic

The controlling player can choose to have his model drop the Relic at any time, in which case he places the counter 1" away from the model. If the model falls back, or is removed as a casualty, the Relic is dropped automatically.

Note that the Relic canonly be brought aboard a Transport vehicle if it is carried by a model that can embark upon the Transport. If the Relic is dropped whilst the bearer is embarked within a Transport vehicle, place it 1" away from a randomly determined access point.

If the Relic is dropped in impassable terrain, place it as close as possible to the point where it was dropped that is not impassable terrain.





Beware the
Enemy within!

Scorn the
Enemy without!

Fear the
Enemy beyond!

THE 41ST MILLENNIUM

Herein lies a brief history of the Imperium of Man, its brave defenders and the ravening aliens and heretical rebels that threaten it on all sides.

WHEN PEALS MIDNIGHT

It is said that on Holy Terra there stands the Lost Spire, a majestic bell-tower built in an elder age of wonderment. In a misguided quest to discover the secret of its workings, the Tech Adepts have long since fouled its mechanisms, contaminating its machine-spirit. Its clock face, lost in low-altitude pollution, has moved but irregularly over the millennia and portents say it will chime but once more... as the final signal, the death knell of Mankind.

The Imperium of Man stretches across the galaxy and encompasses over a million worlds. To a great many of the unnumbered souls of its population, Terra, the fabled cradle of humanity, the mythical seat of the immortal Emperor and the spiritual heart of the Imperium, is but a legend.

Many crave to see Holy Terra, to walk upon its surface and breathe its sanctified air. These pilgrims leave their home worlds, daring impossible journeys, suffering appalling conditions just to get close. The nearest most can hope for is to share the same sector, peering into the night sky to see its shining glory – a lifetime of travel just to see that distant speck with their naked eyes. A few are even lucky enough to enter Terra's star system, to bathe in the hallowed light of the same sun. Most pilgrims never achieve such enlightenment, falling short of their goals due to the immensity of the galaxy, the horrific dangers of space travel, or the perfidious nature of their fellow man. They die with their dreams unfulfilled, never knowing if what they sought was real or but a figment of their imagination.

Yet Terra exists – a sprawling hive world, its surface covered in towering spires of iron, fortress monasteries, Gothic cathedrals, and the massive avenue of ten thousand statues, each as colossal in size as they are in memory. To speak of the heroes such statues commemorate is to invoke the greatest achievements of human history. Dorn the Unwavering, Dracos the Conqueror, Malcador the Hero – the list goes on. Fittingly, this avenue leads to the Imperial Palace. There, at the end of a mile-long passage lined with the unfurled banners of the greatest and most valiant armies to have fought for Mankind, stand the vast doors of the Eternity Gate. Beyond those massive portals, deep within the continent-spanning complex of the Imperial Palace, lies the Sanctum Imperialis, the symbolic heart of the Realm of Man, the most sanctified place in the whole of the galaxy.

The Word of the Emperor is the Rule of the Imperium.

+

The Will of the Emperor is the Might of the Imperium.

+

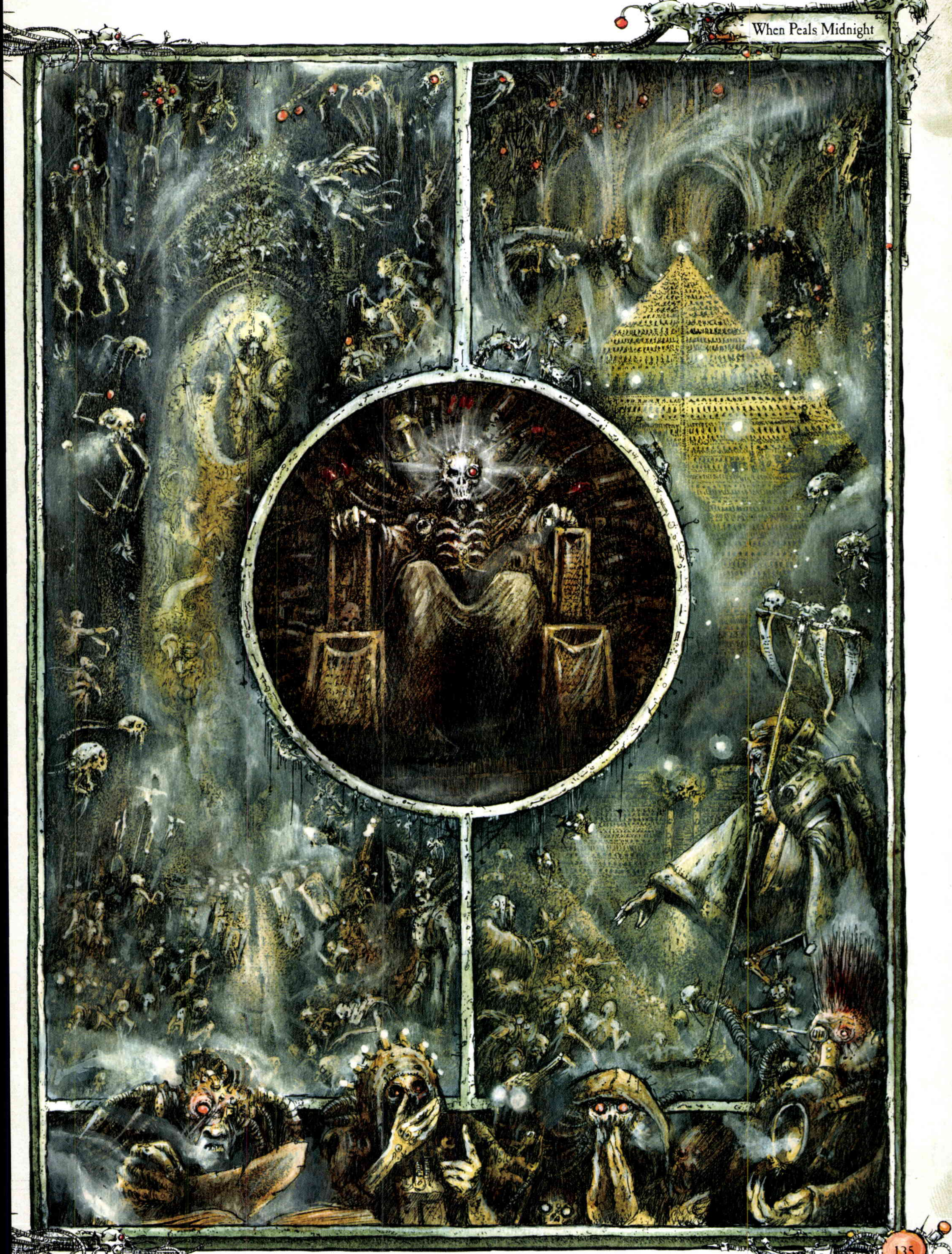
The Blessing of the Emperor is the Light of the Imperium.

Here, in serried ranks of unbroken valour, stand the Three Hundred – the elite of the Adeptus Custodes, the Emperor's bodyguard. Past them are the massive workings of a veritable mountain of mechania, cables, circuitry, marble slabs, shifting cogs, pistons, gaseous vents, arching pillars and, in the centre, rune-encrusted steps that wind majestically up nearly forty feet. There, atop the pulsing machineries, enshrouded by a halo of eldritch powers and enveloped in a nimbus of alchemical fog, is the Golden Throne where sits the Emperor, the Master of Mankind, the Saviour of Humanity.

But what would a pilgrim see, should he ever come to be there, if he had the iron will required to lift his gaze upwards to look upon the greatness that is the Emperor? Some say a lordly man, a king of kings, one crowned with living lightnings. A shining god of light, say others, too bright for man to gaze upon. He is a living idol of righteousness, many preach, his worship an anathema to heretical thought or deed. A carrion lord, whisper the very bold, too terrible to behold, in whose name bloody wars are waged and entire worlds consigned to destruction.

The Emperor is perhaps all these things and perhaps none. He is the figurehead of the galaxy-spanning Imperium, worshipped as a god on nearly all its worlds. Although pilgrims in untold billions journey to Holy Terra, the doors of the Eternity Gate have long been shut and few are given leave to enter. Of those who have basked in his glory, the fortunate few who have stood at the foot of the Golden Throne, no records tell of what they beheld. But who could put into words such an experience? Who indeed could truly understand the nature of that divine being?

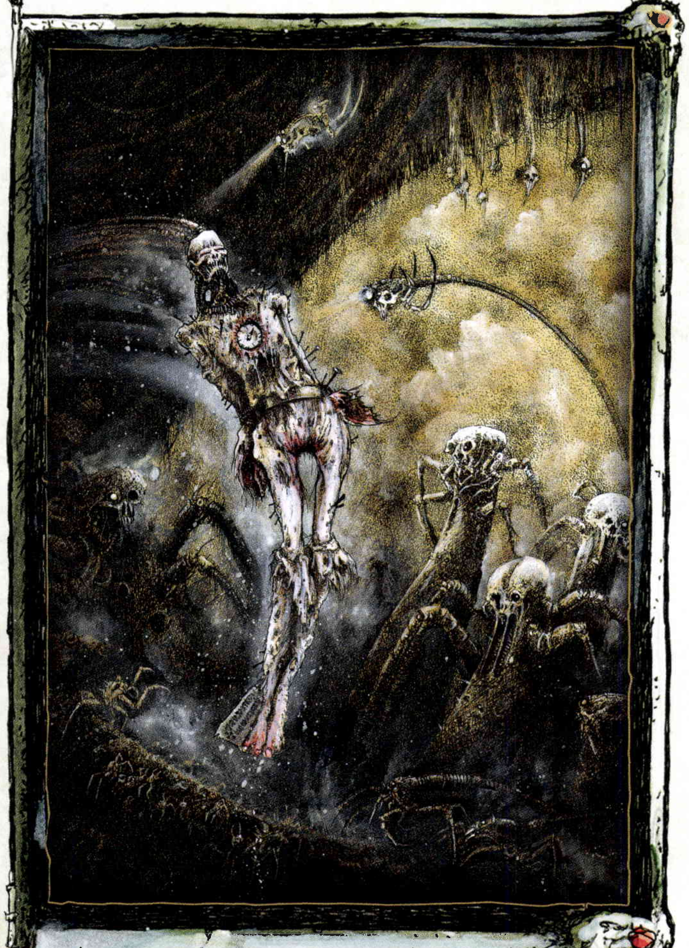
Outwardly, the Emperor is but a desiccated corpse, kept alive partly by the cyclopean, mystical machine of gold wrought by his own hand and partly by a will so powerful that it transcends the bounds of the blackened, shrivelled husk of his body. Physically fettered, chained atop mountainous banks of machinery, the Emperor's mind stretches out through space and time – a light in a vast gulf of blackness. Should that spark of life ever be extinguished – should the Throne fail in its mysterious purpose – then Mankind would surely be lost. But as long as the Emperor sits there, in silent vigil, there yet remains a glimmer of hope...



THE IMPERIUM OF MAN

It is the dark and terrible era of the 41st Millennium and Mankind stands on the brink of extinction. Beset on all sides by hostile aliens and threatened from within by traitors, Humanity's only chance for survival rests with the continuation of the cruel and bloody regime known as the Imperium. Yet few amongst Mankind's untold population realise the truth of the situation or the horrible fate that looms beyond the stars. If there is any future at all, it is a grim one...

The Imperium stretches across the whole galaxy. At its heart is Holy Terra, the cradle of Humanity and the starting point for an Empire that contains countless billions of souls. Despite its great size, the Imperium is spread thinly across the immense expanse of the galaxy; its worlds are dotted through the void and divided by hundreds, if not thousands, of light years. It is therefore wrong to think of the Imperium in terms of a single, united territory; it is rather a sprawling and often disconnected domain. Yet by weight of its own immensity, the Imperium continues to expand, its momentum carrying it forwards, even while vast segments within its boundaries are cut off, isolated, or remain to this day wholly unexplored.



An unprotected soul can no more cross the storms of the Warp than a heretic can bear the gaze of an Inquisitor.

LOST AGES OF HISTORY

Almost four hundred centuries have passed since man first stepped into the cold of space. Forty thousand years. An age so long that almost its entire history lies shrouded in legend. Who knows how Mankind came to be scattered across so many disparate worlds? Who remembers the wars that split their homeworld of Terra asunder and dragged humanity down to the level of brute beasts? Who would recognise the names of Terra's ancient ruins, of nations destroyed and peoples long since crumbled to dust? To these questions there can be no answers. The questions themselves died upon the lips of men tens of thousands of years past. From those times come only whispers of horror and death, of the ancient days of the Age of Technology, of the Realm of Night, of the Empire of Blood, and of the terrible long centuries of the Age of Strife.

But those eras are in the distant past; now is the time of the Emperor, the Age of the Imperium. It is an age already ten thousand years old and it too is shrouded in myth and steeped in ignorance. It is a time of superstition, in which great and unfathomable technologies have been enslaved to the forces of mysticism and madness. Most of all, it is an epoch of war, a grinding, unceasing war where mere survival is justly hailed as victory. Defeat can only lead to the irrevocable end of Humanity. Of the wars the Emperor waged to build an empire, of the countless agonies of his battles amongst the stars, there are no complete records, only apocryphal tales and half-remembered legends. And there is only one man who might remember it all.

THE EMPEROR

When the Emperor led Mankind to spread once more across the galaxy, over a hundred centuries ago, it marked the end of a long era of history, an age typified by dark regression, bitter factionalism, and great isolation caused by rampant Warp storms and countless alien invasions. Not even the ancient records kept by the Historitors of the Adeptus Administratum come close to fully telling how the Emperor came to unite and rule humanity, or how the newly birthed Imperium came to be from whatever barbarism existed before it. Legends speak of the creation of the Space Marines, the launching of the Great Crusade and the brief time of illumination it brought before the terrible wars of the Horus Heresy plunged all into darkness once again. The truth lies buried under millennia of superstition, submerged beneath centuries of myth or lost to the annals of forgotten history. Perhaps there is a secret scriptorium in some oubliette of the Imperial Palace where the truth might be found, recorded in ancient tomes and locked behind adamantine doors sealed with ancient runes of power. If there is such a place, it is best that it remain hidden. Its truths would, at best, be dismissed as fiction, and more likely burnt for their heretical suggestions. Those ancient days will surely remain shrouded in mystery unless the Emperor himself chooses to reveal his knowledge; although none can guess what thoughts revolve inside his carrion skull.

Until ten thousand years ago, the Emperor lived and breathed as a mortal man, but his physical life has long since ended, crushed out of him by Horus, the Arch-traitor, in the final battle for Terra. Today, as for every day since that battle, the Emperor lives only by the immeasurable force of his supreme will. The stasis fields and psi-fusion reactors of the machine known as the Golden Throne preserve his broken and decayed body; his great mind endures inside a rotting carcass, kept alive by the mysteries of ancient technology. His immense psychic powers reach out from the Golden Throne, enveloping and protecting Mankind across the enemy-strewn galaxy, a beacon of light in the malevolent darkness.

If the Emperor fails, then none will be able to stop the influx of the dark powers; ravenous and all-consuming Daemons will flood into the galaxy. Every living human will become a gateway for the destruction of Mankind. Reality as it is known will be subsumed by the stuff of Warp space – a realm of nightmares and cruel insanity where all life will end. There will be no physical matter. No space. No time. Only Chaos.

The Imperium Lives

The Emperor has neither spoken nor moved since his incarceration in the arcane mechanisms of the Golden Throne. His much-revered material body is, for all intents, dead, and his psychic mind is wholly preoccupied combating the denizens of the Warp. He fights an eternal battle against the unimaginable horrors of that dangerous realm for the preservation of Mankind, keeping closed the rifts that threaten to tear between this reality and the next and holding certain doom at bay. All that is left of the Emperor is a consciousness divorced from the material world, a mind incapable of ordinary communication with his billions of devoted servants. The Emperor has given all that he is so that the Imperium that he founded might continue. And so it has. While it has diverged greatly from his original plans, the Imperium endures.

No longer followed as merely humanity's leader, the Emperor is now worshipped as a god, the holy deity in whose name the Imperium is ruled. Superstition and dogma have become the rituals of worship and they are spread as gospel, with blind obedience highly commended and free thought viewed with suspicion and doubt. It begins with the twelve High Lords of Terra, the most powerful men in the galaxy. It is their task to interpret the Emperor's divine will and their word is law. At their command, the incalculably vast organisations of the Adeptus Terra, also known as the ancient Priesthood of Earth, strive to enact their given tasks.

The Adeptus Terra, working under the direction of the High Lords, is divided and subdivided into an uncountable number of departments and subordinate organisations. Its offices span the whole of the Imperium and its powers extend to every human world. No man is free from its influence or from the strictures of its rule. The various branches of this huge and multifaceted organisation each come with their own awesome powers, unique customs and hidden secrets.

Ten thousand years of ritual and endeavour have built an edifice that now dominates human society. Across the vastness of the galaxy, information is gathered; laws are enforced; taxes are levied. So it has been done and so it will be done in the future. Like an ancient and ponderous clock, the cogs of bureaucracy grind ever forwards, carried onwards by their own momentum, gears spinning without thought or consideration.

In an hour of Darkness, a blind man is the best guide.
In an age of Insanity, look to the madman to show the way.

IMPERIAL HIERARCHY

The Imperium is so colossal, and the distances between planets so vast, that delays, confusion and misinterpretation of information is rife. Simple communication is so obtuse that centralised rule and accurate census procedures are impossible. The many Imperial organisations are so complex and labyrinthine that to detail even a fraction of them would prove exhausting. The Curators of the Estate Imperium cannot even list all the departments of the Adeptus Terra, let alone the composition of the Adeptus Ministorum.

THE INQUISITION

The Eye that sleepeth not.

A highly secretive organisation, the Inquisition is bound by no Imperial law or authority save its own. The only mission of the Inquisition is seeing to the protection of humanity. Inquisitors are empowered to investigate any potential threat to Mankind and to take whatever measures they consider appropriate to destroy the danger. This is sometimes alien in origin, but humanity's own ranks are most often the chief threat – genetic deviation, political corruption, the machinations of planetary governors, incompetence, treason and heresy keep the ranks of the Inquisition permanently occupied. Inquisitors have earned the names of witch-hunter, torturer and worse, for any means justifies an end so vital and so endangered.

HIGH LORDS OF TERRA

They govern the destiny of Mankind.

These twelve powerful individuals rule the Imperium in the Emperor's name, and it is they who send the Imperium's fleets to war and direct its nigh-inexhaustible armies. Their task is to interpret and enact the silent will of the Emperor, relying on his potent mind to guide their thoughts and inspire their actions.

THE ADEPTUS MINISTORUM

Promulgators of the Imperial Creed.

To countless billions, the Emperor is nothing less than a god to whom they devote their entire lives. Over the aeons, this faith has spawned a powerful organisation – the Adeptus Ministorum – more commonly known as the Ecclesiarchy. The Ecclesiarchy is not part of the Adeptus Terra but is a wholly separate Imperial institution, and it hosts numerous subgroups of its own, the best known of which are its military wing (the Adepta Sororitas), its orthodox training orphanages (the Schola Progenium), and its missionaries who often accompany Imperial exploratory vessels (the Missionarus Galaxia). The Adeptus Ministorum has a long and bloody history, replete with political power struggles and sometimes fully-fledged civil wars, but for almost 8,000 years, it has maintained and spread the only officially recognised religion of the Imperium of Man. They wield great power across the galaxy and the Ecclesiarch, their leader, has a permanent seat among the High Lords of Terra.

ADEPTUS MECHANICUS

The Lords of Mars and Disciples of the Omnissiah.

The Tech-Priests of the Adeptus Mechanicus are the keepers of ancient knowledge and arcane technology. It is they who preserve the Emperor's Golden Throne and they who operate the forge worlds that feed the Imperial armouries with weapons, armour, munitions, vital spaceships and war machines. The Priesthood of Mars blends the mystic rites associated with the Cult Mechanicus and the worship of the Omnissiah with the intricate invocations, and arcane ceremonies required to build, assemble and maintain their precious machines. Unlike many of the other major Adeptus organisations, the Adeptus Mechanicus is not headquartered on Terra, but instead upon the original and greatest of all the forge worlds, the red planet of Mars.

ADEPTUS TERRA

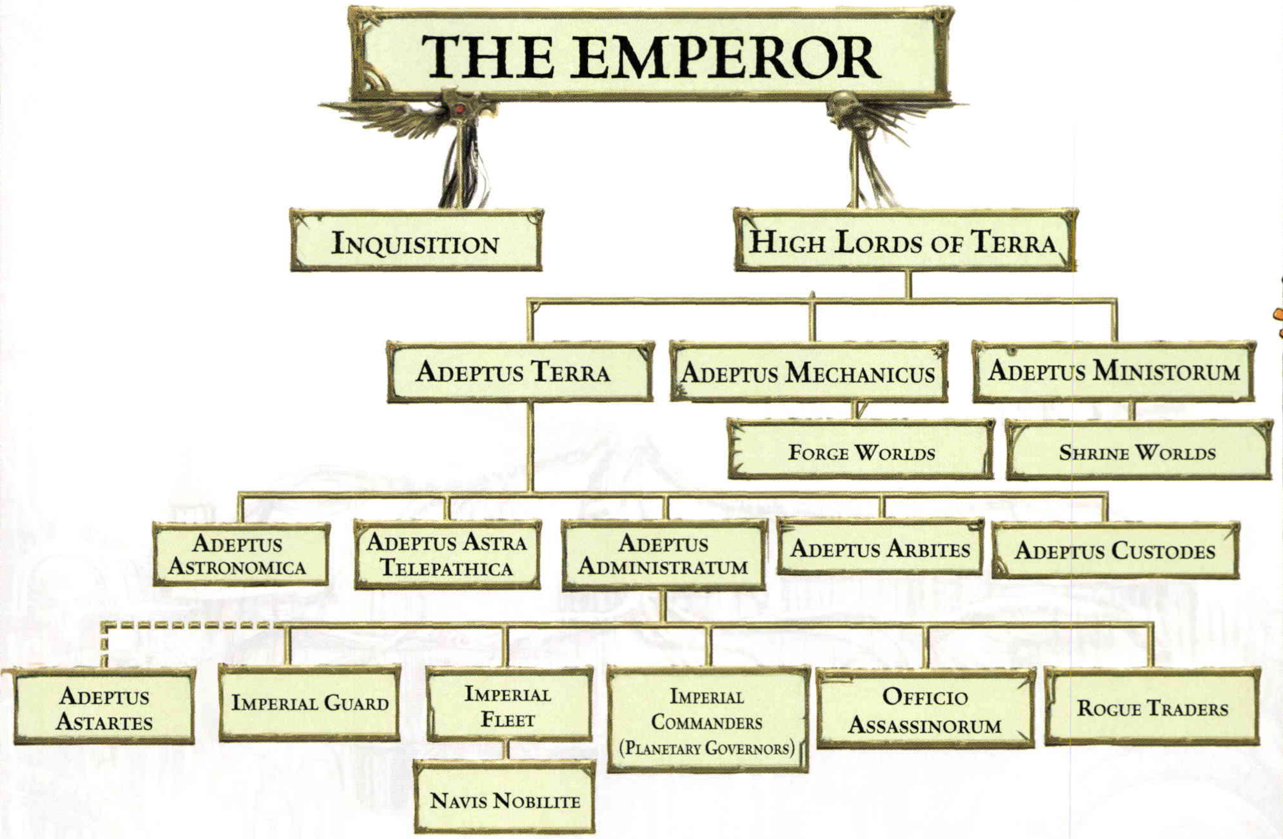
The Masters of the Earth. Their will be done.

The Adeptus Terra is the central bureaucratic organisation of the Imperium and not really an agency itself. It is made up of many autonomous departments that receive the orders of the High Lords of Terra, passing them down to the different branches that will enact the commands. There are only a few organisations in the whole of the Imperium that do not fall under this central command, most notable of which are the Inquisition, the Adeptus Mechanicus and the Ecclesiarchy.

ADEPTUS ASTRA TELEPATHICA

Their Voices pierce the darkness and cross the Stars.

The role of the Adeptus Astra Telepathica is to recruit, identify and classify psykers and then train those found worthy. To do this, the Adeptus Astra Telepathica is divided into two bodies: the League of Black Ships and the Scholastia Psykana; the Master of the Adeptus Astra Telepathica presides over both. The Adeptus Astra Telepathica classifies many grades of psykers, the highest of which are primary psykers, rare individuals marked to serve the Imperium in high capacity roles. The most common grade is that of Astropath, those who send and receive telepathic messages over interstellar distances. Other acceptable grades are channelled along to the Adeptus Astronomica, while those unable to pass the battery of harsh tests take a final path to fulfil other, less savoury, duties.


THE EMPEROR
Inquisition
High Lords of Terra
Adeptus Terra
Adeptus Mechanicus
Adeptus Ministorum
Forge Worlds
Shrine Worlds
Adeptus Astronomica
Adeptus Astra Telepathica
Adeptus Administratum
Adeptus Arbites
Adeptus Custodes
Adeptus Astartes
Imperial Guard
Imperial Fleet
Navis Nobilite
Imperial Commanders (Planetary Governors)
Officio Assassinorum
Rogue Traders

ADEPTUS ASTRONOMICA

They fuel the guiding Light of the Emperor.

Capable psykers not talented or disciplined enough for the Adeptus Astra Telepathica are handed over to the Adeptus Astronomica for a different kind of training. The survivors provide the raw psychic power of the Astronomican, the psychic homing beacon that enables Navigators to steer their ships through the Warp. To operate the Astronomican requires a choir of at least ten thousand psykers, and the process of constantly transmitting quickly destroys them, but there are always more being trained to take their place.

ADEPTUS CUSTODES

They guard Mankind's past, present, and future.

The Custodian Guard are the Emperor's personal bodyguards, created using the same arcane methods that begat the Adeptus Astartes. Stronger than Space Marines and instilled with unshakable loyalty to the Emperor, the Adeptus Custodes now guard the Imperial Palace, having effectively become a defensive army. Three hundred Custodians, the Companions, still protect the Emperor as guardians of the Golden Throne.

THE ADEPTUS ARBITES

The keepers of the Great Book of Judgement.

The Arbitrators and Judges of the Adeptus Terra enforce law in the Imperium. Equipped for a localised war, they maintain order in a way that is absolute and unforgiving. In the ranks of the Adeptus Arbites, fanaticism for the enforcement of the governmental edicts and rigid adherence to the letter of the law are paramount – only the most loyal can succeed.

ADEPTUS ADMINISTRATUM

Upon them turn the wheels of governance.

The largest organisation in the Adeptus Terra, the Adeptus Administratum is itself divided into many branches. The greater majority of its constituents have no concept of how their work fits into any overall scheme, or even that they are part of the same bureaucracy. Their work is an end to itself and the single most important factor in their lives. It is enough to perform the task; understanding is neither required, nor welcome. It is said by the soldiers of the Imperial Guard that for each fighting man there are a dozen scribes and at least two minor officials toiling away, recording petty details that no one will use or consider.

THE IMPERIAL GUARD

Hammer of the Emperor, the Shield of Humanity.

The Imperial Guard is the largest fighting force of the Imperium. It is divided into innumerable armies and scattered throughout the galaxy across thousands of war zones. They rely on incredibly vast numbers of soldiers, armoured battle tanks and devastating artillery to smash their foes, grinding them down through attrition and the brutal application of devastating and unrelenting firepower.

The provisioning of the Imperial Guard is provided by the Departmento Munitorum, the munitions and supply wing of the Administratum. Even this colossal organisation has no real idea of exactly how many troops are under arms, as the numbers are too vast and variable; even before considering the continuous toll of casualties, the influx of recruits can run into many billions each day.

THE SPACE MARINES

They know no fear, the Angels of Death.

The Adeptus Astartes, more commonly known as the Space Marines, are the most powerful and dreaded of all humanity's warriors. In many respects, however, they are themselves no longer human at all, but instead superhuman beings forged by almost mythical levels of genetic modification, training and the rigours of strict discipline. The Space Marines are the Imperium's fighting elite, a corps of highly mobile shock troops trained to deploy quickly and to do battle anywhere. Space Marines are organised into Chapters and each is an army unto itself, able to provide its own spacecraft, atmospheric fighters and deployment craft, along with armoured vehicles and the best equipped infantry known to Mankind. The Space Marines carry the fight to the foe with precision, skill and deadly swiftness, always drawing the hardest missions, against the most impossible odds. Although they are few in number, they are never daunted; the valour and dedication of the Space Marines is without measure, for they are Angels of Death, and none may stand before them.

THE OFFICIO ASSASSINORUM

The dagger in the dark, the silent answer.

The Office of Assassins is an important, if little known, tool of the Imperium. The different temples that make up this mysterious agency are all cloaked in secrecy. The locations where they train their matchless killers are hidden, not revealed even to those who assign them targets. It takes a two-thirds vote from the High Lords of Terra for an Imperial Assassin to gain an assignment and no one is safe from the attentions of their deadly work.

THE IMPERIAL FLEET

They who ply the stars, life bringers and warmongers both.

All shipping within the Imperium falls under the purview of the Imperial Fleet, with the exception of that carried out by the Adeptus Astartes and a few other Adeptus organisations. The larger part of the Fleet is the Navy, battleships that escort essential cargo across the galaxy and serve as the first line of defence in any invasion or insurrection. The Imperial Fleet also transports the billions of soldiers, incalculable tonnes of food, wargear and munitions required to fight Emperor's foes.

THE NAVIS NOBILITE

Passage-makers, Bearers of the Third Eye.

The Navis Nobilite, also known as the Navigator Houses, make up the Terra-based organisation from whence come Navigators. One of the few sanctioned breeds of mutant, Navigators pilot human starships through the roiling madness of Warp space. The leader of all the great families of the Navigators is the Paternova, the most powerful of his kind – though he can never leave the Palace of Navigators. Chief amongst the servants of the Paternova is the Paternoval Envoy, a position that is granted a seat as one of the High Lords of Terra.

PLANETARY GOVERNORS

They rule in his name.

Individual planets are ruled by local leaders who hold nominal membership in the Adeptus Terra with the (often hereditary) title of Imperial Commander. Their responsibilities may be likened to feudal lords: they must provide troops for the Imperial Guard, they must maintain order over their domain, they must carry out the Imperial decrees and they must pay all tithes levied upon them by the Administratum. Although bound to the Adeptus Terra, an Imperial Commander is essentially an independent ruler. So long as quotas are met, he is free to reign in any manner he chooses; hence, the wide variety in styles of rulers between different planets or systems.

ROGUE TRADERS

The hand that draws the map.

Most of the galaxy remains unexplored – unknown, but ripe with resources the Imperium can harness. Such is the duty of the Rogue Trader. Licensed and equipped to explore the uncharted regions of the galaxy and beyond, the Rogue Trader is the Emperor's emissary to the unknown. He holds full authority to negotiate, barter, subjugate or utterly destroy in pursuit of feeding the Imperium's rapacious appetites for information, territory, alien artefacts and raw materials.

EMPIRE AMONG THE STARS

There is no greater mystery in the galaxy than the strange and foreboding dimension known as the Warp. It is at once a great boon, allowing the Imperium's spacecraft and communications to travel hitherto unimaginable distances quickly, and it is also a living nightmare – a haunted realm where evil and predatory things watch and wait. For good or ill, humanity's ultimate fate is tied to that shadowy domain.

TIDES OF THE WARP

The greatest human colonisation of the galaxy began many thousands of years before the Age of the Imperium, when it was discovered that it was possible to breach an alternative dimension, known as Warp space, the Immaterium or simply the Warp. It became possible for ships to be propelled into and through this realm, which soon led to faster than light, interstellar travel.

The sheer mind-boggling impossibility of the Warp defies explanation, and those who attempt to delve further into understanding its ways inevitably slip into madness. Of the little that is known is that Warp space does not conform to the laws of physics as we know them. As a result, a ship that enters the Immaterium can cover the equivalent of many thousands of light years of distance within a relatively short time, dropping back into realspace far away from their point of origin. Thus, a journey that would take many dozens of centuries in realspace can be traversed in a matter of weeks through the Warp.

Despite the obvious uses, however, the Immaterium is a dangerous place that is never entered lightly, for there are many hazards that can wreck spacecraft or carry them far off course. There are patches of unexpected turbulence, intense storms and mysterious eddies that can trap a ship in the repetitious loops of eternity. Even slight miscalculations can cause bizarre and inexplicable results, exposing passengers to madness, mutations and jumps forwards or backwards in time. These threats, though considerable, are nothing compared to the greater and unimaginable dangers that lurk in Warp space.

To better understand these dangers, it is necessary to realise two important truths about the nature of the Warp. Firstly, the Immaterium is composed entirely of emotion and psychic energy. It is this energy that a psyker draws upon to use his powers, channelling the otherworldly forces to send telepathic messages hurtling to far distant worlds, or to propel a psychic bolt of energy against a foe. Secondly, Warp space is not an empty void, but an infinite and incomprehensible realm inhabited by many strange entities, the most powerful and dangerous of which are the four Great Gods of Chaos – Khorne, Tzeentch, Nurgle and Slaanesh – and their legions of Daemons.

Daemons are destruction and anarchy incarnate and they lust after the flesh, blood and very souls of living creatures. They want only to destroy, to drag any living essence they can capture back to their shadowy realm, to obliterate the material universe and engulf it within Warp space. Fortunately for Mankind, this is difficult to accomplish. Daemons cannot easily leave the Immaterium and can only do so when they find gateways that bridge the gap between their dread domain and realspace. Such coveted gateways exist, but are rare.

The most vulnerable portals linking the Immaterium with the material galaxy are human psykers. A psyker's mind registers visibly in the Warp, and by using his powers, a psyker opens up a bridge between reality and that uncanny realm, a path that a Daemon can follow back to the psyker himself, and into realspace. Without a great will or the benefits of training, there is little protection against such prowlings, and the effect on the psyker is horrific. Sometimes it takes the form of massive physical changes, distorting and twisting their bodies in an orgy of destruction. Insidious and cunning, other Daemons possess their subjects more subtly and use them to inveigle themselves into human society, keeping their true nature hidden while they nurture plots to further their own ends. Luckily, Daemons cannot exist for long in the material universe without the unnatural energies of the Warp to sustain them. Chaos entities will therefore seek to enlarge any rifts, prolonging the amount of time they can exist there. To this end, dark entities reach out from the Warp, whispering in the ears of the weak and impure, calling Men to heresy and sowing the seeds of corruption.

Such are the dangers of the Warp – at once a boon and an unimaginable horror. Without the ability to travel through Warp space, the Imperium would collapse and Mankind would fall victim to the endless perils that threaten to destroy it. Without psykers, the whole system of astrotelepathy would be non-existent and each planet would be cut off, unable to heed warnings or call for aid. Only the Warp allows the far-flung fleets and armies of the Imperium to be coordinated and moved against its enemies; it is essential to the Imperium's very existence. Yet the Warp also represents the most hostile of realms and the direst of all threats. So all-pervading and profound are the dangers harboured in Warp space that those in the Imperium who understand the perils keep that knowledge a closely guarded secret. Only a few truly realise what dangers await humanity just beyond the veil of realspace. For so grim is the outlook, so complete is the annihilation that lurks in the Immaterium, that were men to realise the immensity of their enemy, it would drive them to anarchy and madness.

VOYAGES THROUGH THE IMMATERIUM

Man's ability to exploit the Warp has resulted in their many crusade-like expansions that have, over the millennia, periodically swept out from Terra, penetrating all the way to the outer reaches of the galaxy. In terms of the star systems and planets under its control, the Imperium is by far the largest empire – indeed the worlds under its dominion are dotted across the galaxy, some clustered together, others far-flung outposts scattered across the frontiers of wilderness space. Yet as massive as the Imperium has grown, it can not exert control over the whole galaxy, nor even claim the majority of the habitable systems encompassed within its borders. Within the large unexplored tracts, there are many things to be discovered – natural resources beyond imagination, lost human colonies and the ruins of long dead races waiting to be explored. The galaxy also contains many alien civilisations ruling smaller and less coherent empires of their own.

The staggered pattern of human settlement undoubtedly owes much to the nature of space travel through the Immaterium. Because of the turbulent nature of Warp space, some parts of the galaxy are harder to reach than others. Violent currents of movement within the Warp isolate some zones, requiring circuitous routes to reach them or, at the worst, making any nearby travel impossible until one of the unpredictable lulls momentarily stills the region. More bizarre still, some parts of Warp space act like power vortices, sucking helpless spacecraft to their doom and tearing them apart with impossible forces.

Over time, Mankind has learned to, at least partially, navigate the Warp. This has been achieved only at great cost and with great daring, yet Warp travel has allowed humanity to colonise many distant areas and then to move vast quantities of troops to where they are needed in order to defend their widely strewn realm. When it comes to space travel, the advantage humanity enjoys over the other, more Warp-restricted, races is born of three factors: the technology of the Adeptus Mechanicus, the steering ability of the Navigators, and the guiding light of the Astronomican. The first is the maintenance of ancient technology by the Adeptus Mechanicus; the Tech-Priests of Mars preserve the lore of ancient science on behalf of the Adeptus Terra. By engaging their Warp engines, spacecraft can enter or exit the nebulous realm of the Immaterium with a degree of reliability. The second factor is the existence of Navigators – a race apart which has been specially bred to pilot a ship within Warp space. Their third eye is sensitive to the tides and currents of the Immaterium, enabling them to manoeuvre their ships through the roiling madness to their eventual destinations. The third factor that makes Warp travel possible is the powerful psychic beacon called the Astronomican. Broadcast from Holy Terra by a choir of psykers and focused by the Emperor's will, this beacon reaches through Warp space allowing Navigators to follow its guiding light or plot courses through the directionless murk of endless Chaos. Without the Astronomican, not even the most powerful of Navigators could pilot a ship or plot a course for the immense voyages required to cross but a quarter of the breadth of the Imperium.

In essence, the realm of the Imperium of Man is defined by the reach of the psychic beacon of the Astronomican, the great Light of Terra. Should a Navigator attempt Warp travel outside the great radius from which the Astronomican can be seen, he must do so in utter blindness, greatly increasing the risk of mishap or madness, or a fate worse than either. At great distances, the Light of the Emperor is not visible. This limitation produces areas such as the Eastern Fringe or the Ghoul Stars, vast regions that are largely unexplored, save by a few Rogue Traders who have used conventional space travel to probe beyond where the Astronomican can reach. What waits for Mankind out in that blackness is unknown…

Few of the alien races encountered by mankind access the Warp. This reduces the reach of their space travel and therefore the size of the realms they control. Those few races that do dare the Immaterium do so less reliably than Mankind, utilising endless corrective manoeuvres to travel even short distances, or trusting to guesswork to reach their destination. For instance, the brutal alien race known as Orks can sometimes achieve the technology to enter Warp space, but without anything like Navigators or the guiding Astronomican, their methods of steering can be described as haphazard at best. While Orks are the most prolific of the galactic races encountered by humanity, their limited and random use of Warp travel usually prevents their individual empires from fully uniting to match the might of the Imperium.

NAVIGATORS

Navigators are a stable breed of human mutants whose existence predates the Imperium by many thousands of years. Founded some time during the Age of Technology, the Navis Nobilite, or Navigator Houses, survived through the Age of Strife to the present day, where they currently thrive as a vital part of the Imperium.

Navigators have unique physiques, some of which can be quite varied and extreme, but all are marked by a third eye in the middle of their foreheads. It is this orb that is the key to their power and value, for it is used to see the shifting currents of the Warp, enabling a Navigator to steer a spacecraft through the maelstrom of madness that is the Immaterium. The mutation is neither spontaneous nor natural, but rather the result of ancient genetic experimentation and engineering. Amongst humans, only Navigators can pilot spacecraft through the Warp with any reliable degree of direction. Without Navigators, the Imperium would fragment into thousands of separate stellar empires, each only a few dozen light years across, whose spacecraft would be obliged to risk many tiny, blind jumps to cover any great distance of interstellar space.

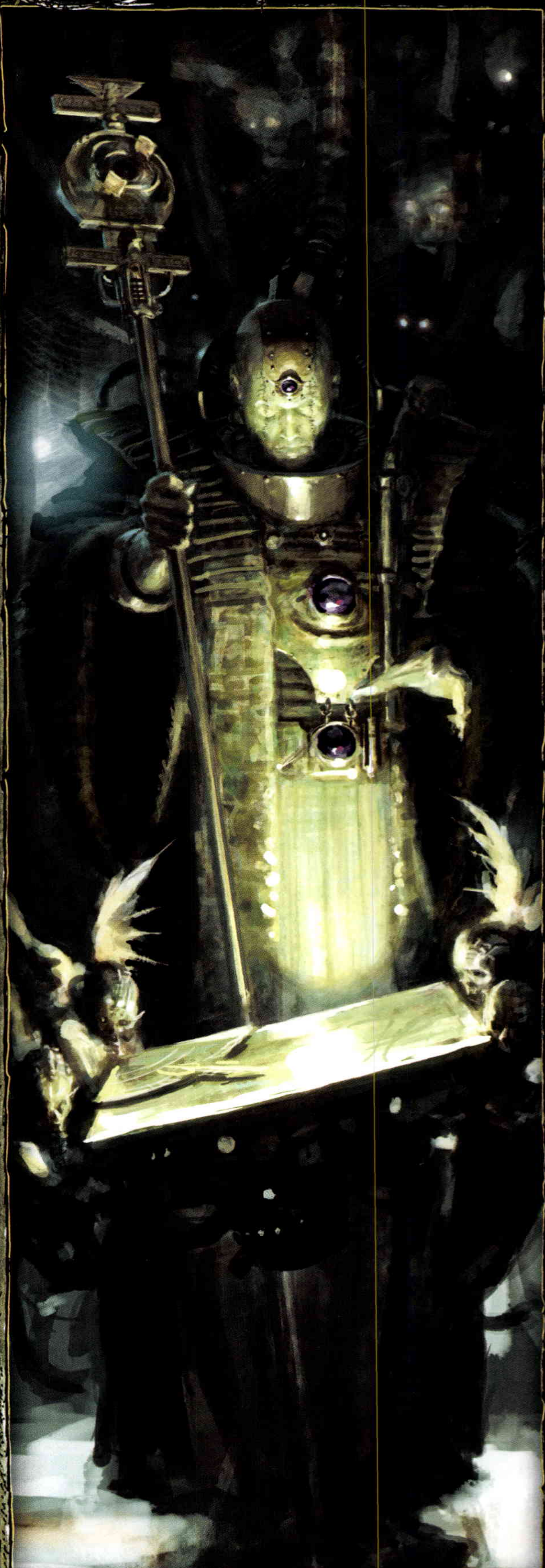
Cocooned within the cold confines of the ship's command deck, Navigator Stillmar lay perfectly still. He was only dimly aware of the darkened stasis cell around him, surrounded as he was by the humming energy fields and the oppressive psi-shields that separated him from the rest of the venerable spacecraft, the *Pride of Noctress*. This was the final barrier between him and the creatures of the Warp should they ever manage to breach the outer hull. It was best, thought Stillmar, not to dwell on such things, for once in Warp-transit, fear was his worst enemy. Fear alone could cause his ship to deviate in its trajectory so that when they re-entered realspace, it would be thousands of light years off course, or worse. During his years of training, he had repeatedly learned that fear was the gateway by which the creatures of the Warp could enter his mind, so Stillmar cast aside his morbid thoughts and doubts to instead concentrate on the roaring passage of the Immaterium around the ship's outer stasis envelope.

As he returned to his trance-like state, Stillmar's third eye opened. Once more he could see the strange but familiar flowing of the Warp, sensing the waves the *Pride of Noctress* made as it traversed the shadow realm of the Immaterium. Stillmar could feel the elongated tear drop shape of the Gellar field that surrounded them and the Warp closing in behind the ship, leaving eddies of current spinning into the blackness. Amidst those eddies, he could hear vague things made real by the thoughts of the crew, incorporeal hopes and fears embodied within the Warp and then sloughed away by the ship's own passage. For a moment, Stillmar could hear his own voice calling to him, a thin cry of warning and terror, 'Go back, go back' before it was swallowed forever.

Stillmar was used to such things; his own ghosts had long since ceased to unnerve him. He often wondered, however, what happened to the drifting and congealed emotions given form by his own mind? Did they simply dissolve back into the Warp, as was commonly supposed, or did they wander forever? If so, what were they like, these creatures which were dragged into life by the countless random processes of his subconscious? Sometimes a ship encountered tides of ghostly things that clawed and scrambled at their Gellar fields, making the Warp engines scream. Were these the same kind of creatures, given life by millennia of passing ships and cast adrift on the currents of the Immaterium? What was it they wanted? What drew them with such frenetic energy towards the spacecraft?

Stillmar knew he was being distracted and also knew it was best not to follow any of the spectres too closely with his mind-sense. Doing so could cause the ship to drift off course and, perhaps more ominously, it allowed him to feel the shadows of other, more predatory things lurking at the periphery of the ship's passage. What these apparitions were, he did not know, but their presence filled the Navigator with such a dire sense of foreboding and dread that only a strict regimen of hymnals and a rigorous cleansing of his mind could restore his confidence.

Although Stillmar did not know what those entities out in the Warp could be – he knew they were drawn to him and his ship and could not shake the feeling that they were stalking them like voracious beasts following a blood trail.



THE WORLDS OF THE IMPERIUM

Spread across the galaxy are over a million planets colonised in the name of the Imperium. To ease some of the problems inherent in running an empire across such great distances, the Imperium is divided into five segmentums, which in turn are broken down into numerous sectors and sub-sectors. Some planets are well connected to other Imperial worlds or, in rare cases, part of a united star system such as the Realm of Ultramar or the stellar systems surrounding Terra. Many Imperial worlds are clustered around regions of space more easily accessible through the Warp, often branching out from prime planets that serve as key travel or communications hubs. These worlds and their colonies form tightly-knit alliances for trade purposes and mutual protection. The majority of inhabited worlds, however, are separated from the greater Imperium by immense voids of distance, patchy histories of isolation and cultures grown (or regressed) in disparate directions.

The exact number of planets inhabited by the Imperium is not precisely known as, given the immense distances, communication issues and the volatile nature of the galaxy, even if a thorough census could be completed, it would be obsolete soon after it had begun. New planets are colonised on the many frontiers all the time, yet it can take hundreds of years for that information to filter back to Terra. In that time, the new territory could have expanded further or been attacked and wiped out. Suns die, Warp rifts open and countless isolated worlds fall to the predatory xenos species that hunt throughout the galaxy. It is not uncommon for Imperial fleets to arrive at a planet's coordinates to find a once teeming world transformed into a blasted and barren landscape, or once advanced civilisations reduced to feral hunters. Warp storms, Daemonic incursions, stellar phenomena, alien invasions and more can make a mockery of the piled datascrolls tediously archived and studied by legions of scribes. So why do the relentless cogs of the Imperium grind on, forever collecting and cataloguing the data? This indelible drive stems from Terra itself, for naught in the Imperium is more important than the collection of tithes.

The Culling

In addition to manpower, there is one more all-important part of the Imperial Tithe imposed upon every world colonised by Mankind. It is Imperial law that each planet must keep its population free of psykers, though, depending on the world and the abilities they manifest, they are also known as witches, cultists, mutants, precognistics, mindmovers, telepaths, pyrocasters, projectors, sunderers and more. As in all aspects of governance, how this tithe is met is up to each planetary governor and therefore methods vary widely. Many choose harsh repression – planet-wide witch-hunts, in which the undesired individuals are labelled as contagious heretics that are dangerous to know or harbour, leaving them nowhere to hide. Other planets employ even less savoury approaches. Regardless of method, when the Black Ships arrive, a planet must yield up its psykers for collection so they might be assessed and dealt their fate.

The Imperium is constantly at war, and each of the segmentums contains dozens of raging war zones, to say nothing of countless planetary raids, xenos probes, rebellions and other threats untold. Only by continuous and aggressive recruiting can the demand for the armed services be met, and in the midst of ongoing campaigns, even harsher measures are employed to replace high numbers of casualties. On the most war-torn planets, the entire population is destined for a military life; the recruiting and birth rates are synonymous. The need for resources to arm and equip the fleets and armies of the Imperium is unceasing, and untold billions of Imperial citizens toil endlessly simply to keep pace with the endless demands. Only by tithing – a charge on manpower levied upon every colonised planet – can the Imperium continue to exist, holding at bay its many enemies while simultaneously seeking new worlds and resources to conquer.

The Imperial Tithe

Also called Terra's Due or the Grand Harvest, the Imperial Tithe is a complicated contract worked out according to each planet's ability to pay. A great many branches of the Adeptus Administratum are involved in the process, and different organisations might be tasked with sacred duties such as assessing tithe rates, measuring collections, and monitoring any fluctuations. It is the duty of each planetary governor to ensure the Imperial Tithe is paid. Such ministrations are tyrannically enforced, but as long as all tithe responsibilities are met and enemies of the Imperium are rejected, a planetary governor may rule his planet in any fashion he sees fit with little or no interference. In return for this fealty, the planetary governor can call upon the Adeptus Terra in times of need to request aid. Over the long centuries, many planets have established their own unique customs and traditions for how they supply their tithes. For instance, Vostroya, a manufacturing planet, supplies every firstborn son to service in the Imperial Guard, while the four planets of the Nepstrum system take volunteers from the established family-holds for the Imperial Navy and press-gang the remaining numbers from the worker class.

Failure to deliver the Imperial Tithe is met with harshly. Even the slightest breach in protocol will often result in the execution of the planetary governor and a swift and thorough regime change. Despite the number of agencies tracking tithes, sometimes it takes time for discrepancies to surface and be acted upon. This is inevitable given the difficulties of space travel and communications, to say nothing of the vast bureaucracy within each of the many organisations that make up the Adeptus Administratum. Once tithe anomalies are spotted, however, the Imperium moves with brutal finality. None can say how many worlds' rulers are unfairly replaced due to minor accounting errors, but the Imperium is at war, battling not for planets or even star systems, but for the survival of the human race itself.

PLANETARY TYPES

Over the long ages of their journeys through the stars, Mankind has colonised all manner of worlds. Humanity has claimed ownership over cold, airless rocks, sweltering lush worlds that teem with myriad life forms and nearly everything in-between. During the Age of Technology, colonies were even founded upon hitherto uninhabitable orbs, such as gaseous giants where settlements were anchored amidst the endless mists, tethering vast cities miles above endless storms. While the secrets to taming such inhospitable environments have been lost to wars, catastrophes, or the erosion of time, there are still many worlds that cling to existence thanks to ancient and much revered (if little understood) machinery. The life giving hab-domes upon the fire-riven world of Surtur or the immense atmosphere sifters that make the poison air of the Aspian Moons breathable, are prime examples of this.

Yet planets do not differ just in their environments, such variances as founding dates, technological advancements or the amount of contact with other life forms also serve to widen the differences. As an example, Pizarro is a recently settled Imperial outpost attempting to colonise a verdant new world on the edge of unexplored space. It has little in common with Heraclea, a planet founded during the dawn of space travel, a worn out world that has plundered all its resources and rebuilt itself many times over during its history, which stretches beyond record. Save for their mutual worship of the God-Emperor and payment of Imperial Tithes, the people of the two planets would share little in common. From wild frontiers full of lawless savagery and the unexplored, to ancient civilisations with cultures so refined that every nuance of speech carries meaning beyond translation – all are part of the Imperium.

There are many branches of the Adeptus Administratum tasked with classifying the colonised planets. Some use numeric systems, others simplify worlds into broad environmental categories, or base ratings on history, level of industry, accessibility through Warp space, percentages of psykers or other endless variables. By cross referencing such data, it should be possible to gain an accurate portrait of a planet, but the Administratum offices are large and disconnected, most not even realising that the others exist. There are few who can navigate such labyrinthine complexities to access the data and so, often, decisions are made with what scant information can be gathered. Entire armies have been sent to war zones not knowing the climate of their assigned planet, or even if it has breathable air, yet the political history, religious cults or mutation rates of their target might be exhaustively detailed in long datascrolls.

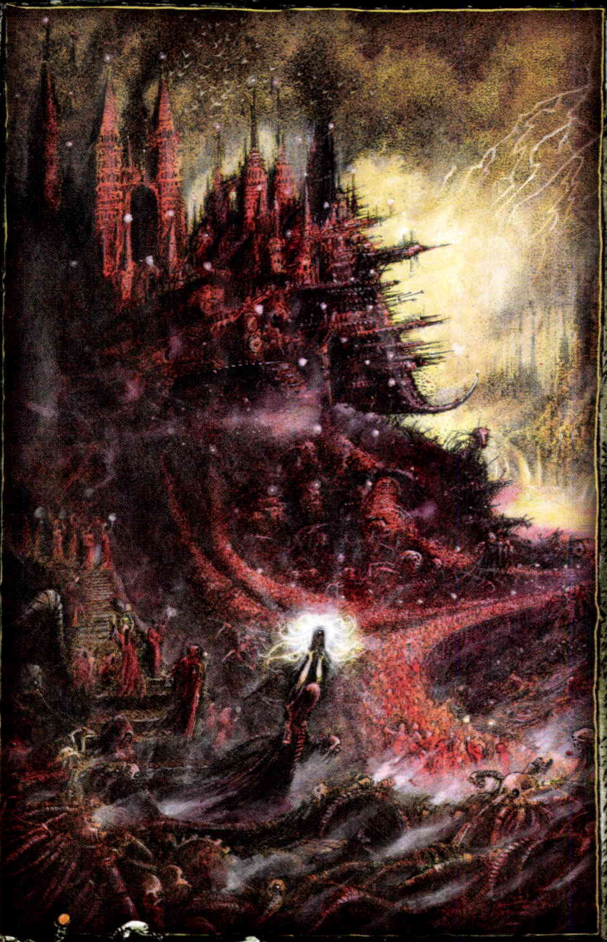
UNIMAGINABLE SCALE

The scale of the Imperium and the grandeur of its enormity is unmatched by the realms of any other race in the galaxy. Due to its vast magnitude, the Imperium can afford for entire worlds to become specialised places where a majority, perhaps even the entirety, of the population is devoted to a single task. This could be heavy industry, military training, manufacturing, mining or agriculture. Planet-wide dedication serves to simplify logistics and increase outputs. On one of these so-called agri-worlds, for example, the whole population toils to produce crops or breed creatures for food. Without the fertile plains of Delphenia, the beslimed leech fields of Grianah or a thousand others like them, whole sectors of the Imperium would suffer starvation.

Nowhere is the enormous scale of the Imperium better seen than in its monuments. Entire planets have been dedicated to commemorating great battles – the surfaces of these worlds are covered in statues, tombs for the fallen and triumphal arches. It is possible to see the Great Column, a titanic memorial on the planet Ultima Macharius, from a high orbit. It is a monumental site dedicated to the high point of Lord Solar Macharius' crusade – at the time of its capture from xenos, the planet was the Imperial holding most distant from Holy Terra.

One of the most widely known planetary classifications is that of hive world. These long-settled planets have become so built up and populated that they are marked by vast, continent-spanning cities that reach high into the skies, with levels literally built atop previous foundations. These building practices have gone on for so long that lower levels are no longer recognisable, with architecture and technology from eras long forgotten, sometimes even proving to be of xenos-build. The fact that their own hive was built atop ancient ruins overtaken by their ancestors has passed out of knowledge. Not all hive worlds go upwards; others descend many dozens of miles into the ground, the surface world remaining unseen for so long it is considered legend. Some hive worlds, such as Armageddon, have many different urban conglomerations separated by swathes of polluted wastelands, while others, like Megheim, have the entire surface encased in towering edifices.

The massive populations of hive worlds periodically become unmanageable, as the masses boil over against their constant repression. Such bustling mega-cities are always rife with anarchic and destructive forces that ensure only the hardiest can survive. Yet this too works for the Imperium, for their tithes supply rich sources of fighting men for the Imperial Guard.



FORGE WORLDS

Forge worlds are the domain of the Adeptus Mechanicus, planets dedicated to heavy industry and the superstitious religion of science. Known as the Priesthood of Mars, the Adeptus Mechanicus arose from the original factory hive built upon Mars, and the heart of their order, as well as the Fabricator General, still reside there. Over long millennia of expansions, other forge worlds have been established, such as Goethe Majoris and Lucius, and all such planets are wonders of the galaxy. Wreathed in pollution, they are places where the technological secrets of Terra's past are hoarded. They are covered in thousands of years of built-up progress, continent-sized machine factories, volcanic furnaces and the workshop-fortresses of the Titan Legions.

The Adeptus Mechanicus supply print outs of STCs, or Standard Template Constructs, so lesser factory worlds can churn out the standard weaponry for the Imperium, yet none of them can match the quality and quantity of a forge world's output. There, revered designs have survived since the Age of Technology and are followed, using proscribed mystic rites and invocations, to craft wondrous weapons and the most advanced equipment used by the Imperium. They are responsible for crafting tanks, fleets of battleships and even the mechanical behemoths known as Titans.

Every machine on a forge world is watched over and repaired by Tech-Priests who intone the blessings of the Omnissiah – the Machine God – with every strike of their hammers or turn of their wrenches. Notoriously secretive, the Adeptus Mechanicus rarely permit outsiders upon its coveted forge worlds, although Tech-Priests do venture out to provide the Imperium with technical expertise, as well as to explore for themselves, forever seeking lost technology, forgotten since the dreadful Age of Strife.

The majority of the Imperium's planets are self-sufficient, as they are so regularly cut off by the vagaries of Warp travel that they have to be. Many of these defy broad categorisation, such as Cyclopean Prime – a colossal planet a hundred times the size of Terra. It is so vast that its full rotation takes over 12 Terran years, creating extreme climatic circumstances that change from frozen plains of ice to blazing arid deserts over the course of a rotation. Scattered across its hundreds of enormous continents are hive cities, industrial zones and grainfields, all configured against the inevitable changes in weather. Or consider how the planet of Ferroxian would be listed – it is a mining world full of the purest ores, yet its environment is so harsh that it also serves as a penal planet; working in its deadly confines is a cruel torture considered worse than death.

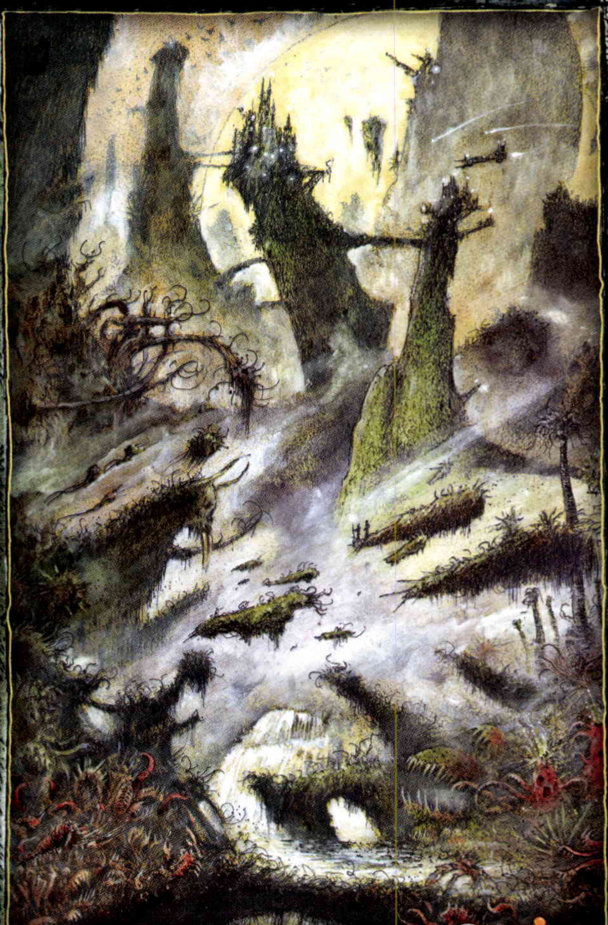
Some planets aren't classified by their environs, but rather by their technology. It is not uncommon to enter zones once cut off by Warp storms to discover badly regressed Imperial planets – so-called feral worlds – which have, through warfare, long isolation or disaster, reverted to barbarism. Most people of such planets have forgotten the Imperium, or if they remember, have reduced it to an apocryphal tale or legend of warriors who came from the skies. On the most deteriorated planets, Mankind is at its most primitive, using stone-tipped spears, whilst other worlds have perhaps advanced to medieval levels. Decline is common, although there are a few bright points, such as the progressive electro-societies of Zaxxis or the chem-savvy founders of Prassium. Regardless of how backwards a planet might be, it is still assigned a planetary governor. Often, in such cases, these rulers prefer to live in seclusion, although some stride their realms like living gods, cowing the superstitious natives with their technology and weaponry. So long as the tithes are paid, the Imperium cares not.

Sometimes a world is too dangerous to colonise, but its potential for exploitation is too high for the Imperium to ignore. This is true of the hollow world of Haxan Prime and the plague-ridden planet of Gonomondium. For now, the resources and mysterious secrets of those planets are out of reach, either wreathed in acidic vapours or contaminated by virulent disease, which prevents planetfall. These quarantined worlds, of which there are no small number, are placed under surveillance or even blockaded to prevent any intruders getting in, or any of their secrets getting out, until such a time as the Imperium can properly utilise them. Naturally, such information has a way of getting lost, resulting in horrible colonisation accidents.

DEATH WORLDS

Death worlds are planets deemed by the Adeptus Administratum classification system as too dangerous to support conventional human settlements. The death world label could be applied for many reasons, most likely because of atmospheric reasons, the landscape, or the ecosystem. One of the best known of all death worlds is Catachan, a planet infamous for its continent-spanning jungles and myriad forms of particularly ferocious carnivorous life. It is almost as if all the biomass of the planet has turned into some sort of man-eating creature. Amidst the countless predators, some have attained legendary status across the galaxy, such as the Catachan Devil, a monstrous insectoid whose savage exploits are the stuff of nightmare. Yet anyone who has seen a brain leaf in action, or witnessed the venus mantrap, knows that it is not just the fauna on the planet that is deadly, for even the flora eagerly hunts the human population. The death world known as Praxeti, however, is not infested with maneaters; its danger takes a different form. It is a blasted rockscape riven with ion storms so powerful that they that can shatter metal. Other death world threats are stranger still – the living planet of Croatoa, the psychic storms of Sycorax, or Cesstium's vampiric condensation, to name but a few.

Many death worlds have some intrinsic value – either strategic or mineral – that necessitates the provisioning of outposts or other exploratory facilities. Thus, despite the name, many death worlds support at least some measure of human population. However, living in such harsh environments is inevitably harsh and dangerous, and life expectancies are notoriously short. Those humans who do manage to eke out an existence on a death world are natural born survivors, hardened to the cruelty of the galaxy at a young age, and because of this, they make ideal recruits for any number of the branches of the armed forces of the Imperium.



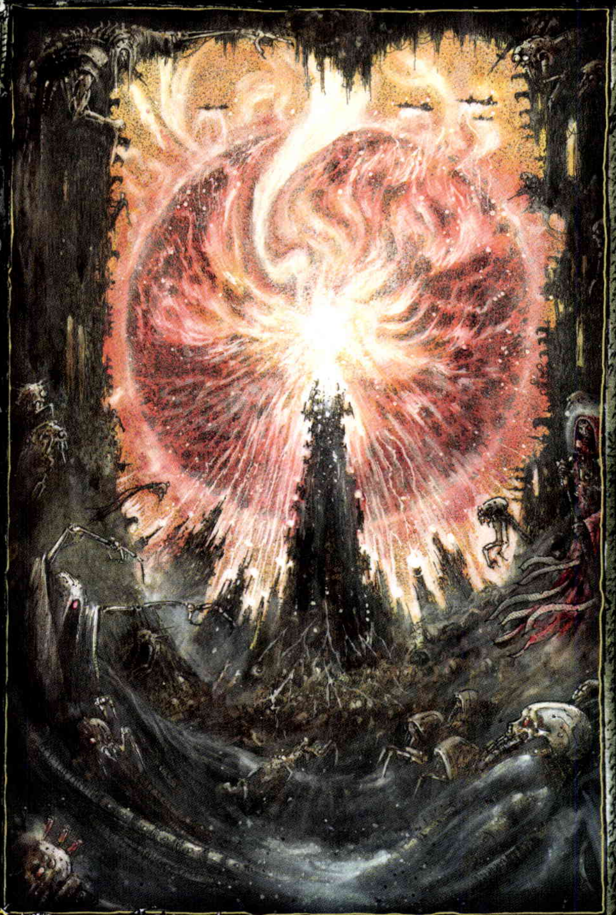
In the Depths of Space

The Imperium is not made solely of planets and star systems. Defensive emplacements and man-made stations of all sorts are scattered about the galaxy, floating freely in space and guarding against alien onslaught. Most often, these bases are in close proximity to Imperial planets, although some protect the more commonly used routes between them. There are ancient and complex bases, artificial moons and doomsday bastions, as well as simple hazard zones made of asteroids chained together and kept in place by occasional thruster bursts.

In deep space, the Imperium also maintains battle stations – planet-sized ports that tether ships of the line. At various strategic points can be found larger starforts – the lynchpins of Imperial expansion since the days of the Great Crusade. Even further into the wilderness of the void drift an array of listening probes and exploratory stations. Across the galaxy, as far as the beam of the Astronomican can be seen, great exploratory fleets can be found, whole flotillas plumbing the dark depths, seeking to stake claims for the Imperium. To reap the mineral-rich nebula clouds and asteroids of new-found metals, mining stations are launched. Far from the light of any star, these space-faring rigs siphon off the great dust clouds for wealth or bolt themselves onto asteroids for dangerous mining operations.

Drifting Menace

The airless vacuum of outer space is an unforgiving environment. Malfunctions, mutiny, pirate raids, or mishap can leave a ship adrift, its crew slain. For ships that utilise Warp space, the risks are multiplied a hundredfold. As the vastness of space and the perils of the Warp preclude most salvage operations, these lifeless vessels are often just left to float aimlessly. Over long millennia, the derelicts are moved by natural eddies until they are swallowed by Warp storms – the colossal furies that periodically erupt out of the Immaterium. The energies of those titanic tempests crush everything together and the resultant mangle of ships, space stations, asteroids and detritus is known in the Imperium as a space hulk. Some space hulks are small, perhaps only a few ships compacted together, while others are vast conglomerates larger than many moons. Space hulks wander on unpredictable currents, sometimes dropping out of the Warp to materialise in realspace for a short time, before winking away once more. Such drifting derelicts are hard sought after, for they can be treasure troves – rich bounties whose cores might date from the Age of Technology, or perhaps contain cargo holds full of xenos mechanisms from long lost civilisations. The lure is strong, but not for the unwary, for many space hulks have picked up unwanted passengers, becoming lairs for monstrous things.



Exterminatus

The order for Exterminatus is a death knell for a world, a last resort for the direst of situations. It calls for the complete eradication of all life on a planet. Such a command can only come from the highest ranks of the Imperium – a Space Marine Chapter Master, Lord High Admiral of the Imperial Navy, Lord Commander of the Imperial Guard or an Inquisitor.

It is a grim measure, and the orders unleashing such catastrophic destruction are only issued when the threat is so prevalent that no solution or redemption can be seen. It has been used to combat planet-wide heresy, rampant, uncontrollable mutation or disease, to prevent the opening or widening of Warp rifts, or when xenos are so entrenched that the resources (population included) are beyond salvation.

The methods of delivering this ultimate sanction vary depending on the source of the order and the organisation that delivers the sentence, but all are equally uncompromising. The Adeptus Astartes tend towards delivering an Exterminatus device to the planet's surface. Such a mission takes the carefully picked kill team right to the heart of the foe, where they can ensure the absolute death of the world. By contrast, the Imperial Navy prefer sustained bombardments, using battleships to hammer the world until its very structure collapses. The grim corvettes of the Inquisition favour esoteric weapons such as cyclonic torpedoes and atmospheric incinerators.

> 'Some may question your right to destroy ten billion people. Those who understand realise that you have no right to let them live.'
>
> - *Exterminatus Extremis*

AUSPICATOR CARTOGRIUM

URBOLINUS
QUATRYNNES
GEIERZUMM
NOSTRONAMIS
MELANCHTHON
IXX
CANTH
BUCENT
MINERICHORDDE

THE ECCLESIARCHY

Necessity and fear alone cannot bind a million planets together, and from the earliest days of the Imperium, many have tried to unite mankind through faith. From a small cult full of superstitious and zealous disciples, the organisation known as the Ecclesiarchy has grown to provide the state religion for the whole of the Imperium. A force unto itself, the Ecclesiarchy has now spread into nearly every facet of Imperial life.

It was recognised long ago that the man known as the Emperor was something extraordinary, and as he led humanity back to the stars, he was much venerated as a leader and visionary. On the most regressive planets rediscovered during the Great Crusade, no few of the primitive peoples considered the Emperor to be a living god – a fiery saviour that came from the skies. On others, his coming heralded the fulfilment of ancient prophecies. After his battle with Horus and subsequent incarceration atop the Golden Throne, the Emperor became the object of open worship even on so-called civilised planets.

The culmination of the civil war known as the Horus Heresy not only robbed Mankind of the Emperor's physical guidance, it brought about other changes as well. In addition to the devastation brought about by so many years of war, there was general panic in the newborn Imperium, a fear of traitors within humanity's midst and growing trepidation for the warping powers of beyond. Suddenly, the bright light that the leader of Mankind had worked so hard to rekindle was replaced with worry, suspicion and dread. Once again, the far-flung empire felt vulnerable. Into this vacuum came a new reassurance of faith.

Over the tumultuous decades following the Horus Heresy, many prophets rose up throughout the Imperium citing visions and revelations regarding the Emperor, and cults dedicated to his worship began appearing everywhere. These sects differed in practice, interpreting the now-silent Emperor's will in myriad ways, but they were all united by their deification of the Emperor and the proliferation of the principles of human survival that he had instigated in the creation of the Imperium. Concerning mutants, psykers and aliens, anything that stood in the way of humanity's future was to be destroyed without mercy or hesitation.

As the vengeance campaign known as the Scouring swept back over the human-controlled parts of the galaxy, these new sects followed closely behind. Within a few hundred years of the Emperor's sacrifice, the multitude of smaller cults had been absorbed into the largest and strongest sects, the most powerful of which was known as the Ecclesiarchy, after its elected leader, the Ecclesiarch. This aggressive body grew so large and dominant over the years that, early in the 32nd Millennium, it gained the status of official religion of the Imperium and the concomitant title of Adeptus Ministorum.

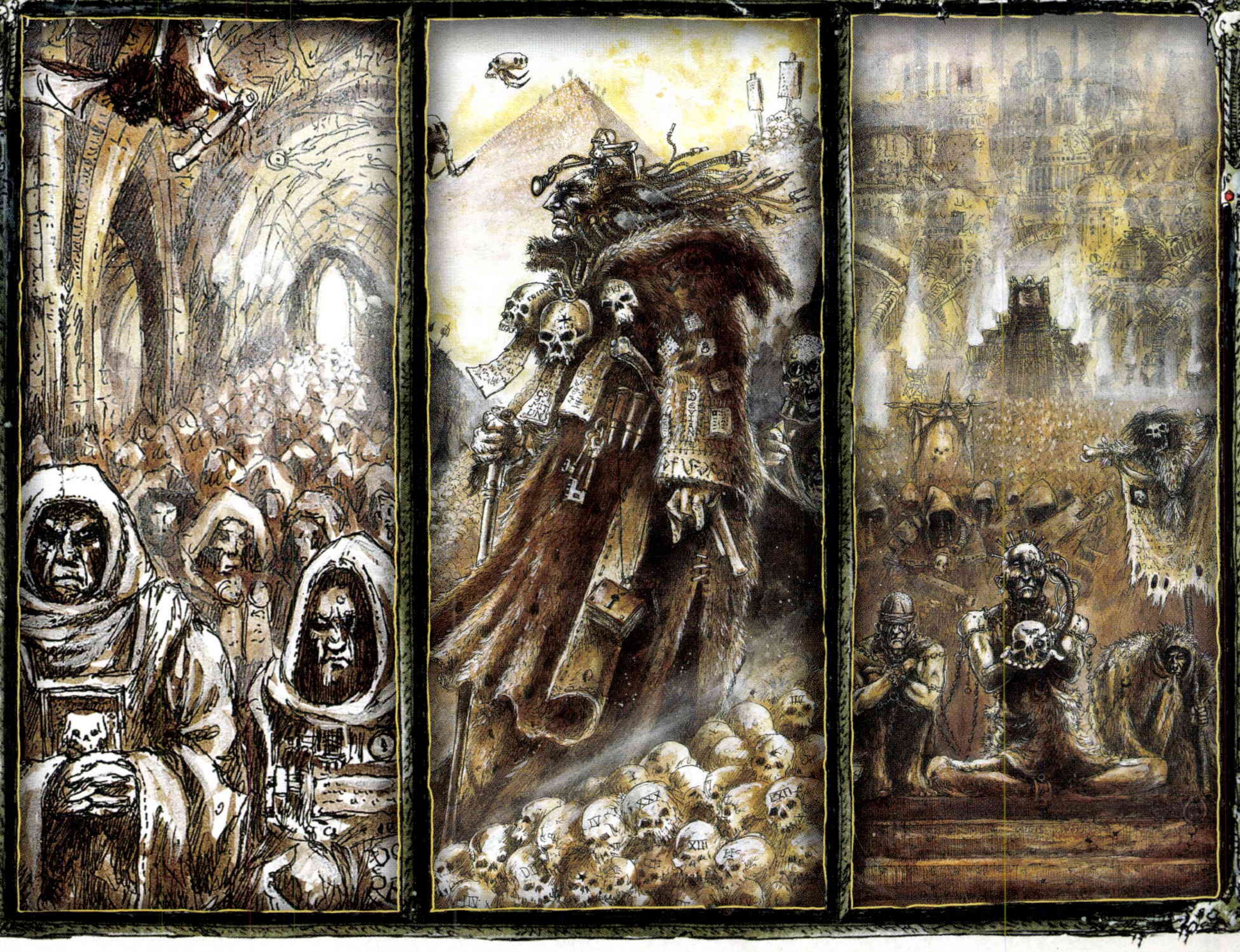
THE OFFICIAL FOUNDING

The first official step of the Adeptus Ministorum was to tighten its control over the practices of the masses by persecuting any remaining cults that refused to amalgamate beneath its broad banner. Those who refused to join were declared unbelievers and the population was stirred to violence against them. The might of the Ecclesiarchy was such that it could call for vast Wars of Faith – military campaigns capable of overturning planets or whole systems. Often, this was done to further the Imperium's goals, ridding it of heretics, seditious unbelievers or alien subversion, but history is equally replete with examples of the Ecclesiarchy instigating bloody wars for its own gain. There have been many instances like the Grommoden Massacre, or the War of the Three Treasons that secured enough wealth to build the first of the shrine worlds. Lavish cathedrals, massive statues and monolithic triumphal arches heaped praise upon the almighty Emperor but, more importantly to many, these pivotal hub planets granted vast political sway and rich mineral resources. The Ecclesiarchy's influence spread throughout the Imperium and few dared to question its motives.

With the backing of the Adeptus Terra, the growing Ecclesiarchy increased its hold on Imperial citizens until, by the end of 33rd Millennium, there was no open worship in the Imperium save for that condoned by the Adeptus Ministorum. The only exceptions were planets controlled by the Space Marines and the Adeptus Mechanicus, who were begrudgingly allowed to keep their unique traditions. This is still the case in the 41st Millennium, although in the long ages since, this has led to some distrust, strife and occasionally even open war between the differing parties.

THE HOLY MISSION

The servants of the Ecclesiarchy are fanatical in their quest to spread their religion. Given the size of the galaxy, the random nature of Warp storm isolation and the widely varied levels of cultural and technological advancement within the Imperium, the Adeptus Ministorum finds many belief systems already established on planets they visit for the first time. This is not an impediment for the Ecclesiarchy, for they have become adept at assimilating all manner of creeds into the Cult Imperialis – the worship of the Emperor. This might mean erecting great cathedrals to impress hardened hive-dwellers, or teaching the hunting tribes on feral worlds that the sun-god they worship is, in fact, the glorious light of the Emperor. The nuance of how the people bow before the Master of Mankind is not nearly as important as the act itself, and in this the Ecclesiarchy is content to play the long game. Their strategy, over time, reins in the more barbaric customs and gradually usurps complete religious control for themselves. Any local religions that resist bending before the might of the Ecclesiarchy are ruled heretical and are actively crushed by political or military means, whichever proves the most prudent.



ORGANISATION

The incumbent leader of the Adeptus Ministorum and spiritual head of humanity is called the Ecclesiarch and, since the middle of the 32nd Millennium, he has had a seat as one of the High Lords of Terra. Below this is a convoluted chain of hierarchal positions that fluctuate based on political influence and wealth. The Ecclesiarch is elected from amongst the Cardinals, spiritual leaders of which there are many thousands, divided into various ranks. All of the Cardinals are invited to join the Holy Synod, the ruling council of the Adeptus Ministorum chaired by the Ecclesiarch. Otherwise, a Cardinal oversees a diocese, a district that can be as large as an entire star system.

A diocese is divided into parishes, each of which is centred on an Imperial shrine and run by a Preacher. Especially vigorous Preachers are anointed as Confessors, free-roaming zealots who use their evangelical platform to agitate the crowds that turn up to hear them. Under the spell of an Arch-Confessor, swathes of citizens will rush forwards to confess their personal heresies, reveal their hideous mutations and betray their comrades as psykers or other untrustworthy deviants. In addition, there are Pontifices, Deacons, Relic-keepers, Shrouded Cenobites, Chapel-masters and more. There is a strict hierarchy, but the reality is not necessarily straightforward, as lesser titles in a larger diocese can outweigh loftier positions elsewhere.

A Missionary is a particularly fervent individual who finds himself at the forefront of Imperial expansion. Sent to rediscovered worlds or to accompany a crusading army, it is his task to bring the Emperor's light to lost civilisations. Once settled upon a new world, Missionaries often open and run an institution, typically a hospital or school, in places where such things are rare or unknown. Such good deeds are not done without an ulterior purpose. Missionaries are excellent recruiters and ideally positioned to observe a local population, granting them the ability to keep watch for signs of genetic deviation, cultural pollution, alien influence or witchcraft. Perhaps the most famous Missions are the Schola Progenium, orphanages established to train the children of those Imperial officials who have given their lives in service. Their orthodox teachings create particularly loyal citizens, and many go on to have careers as officers or Commissars in the Imperial Guard. Some will drift towards becoming Preachers or Missionaries themselves, and a few will even rise to the rank of Inquisitor.

Since the upheaval caused during the Age of Apostasy, the Adeptus Ministorum's military wing has been the Adepta Sororitas, also known as the Sisters of Battle. It is these fiery and zealous female warriors who form the spearhead of the Wars of Faith, and are the frontline of defence for the many shrine worlds of the Adeptus Ministorum.

BEGINNING OF THE END

During the time now regarded as the Age of Strife, the far-flung colonies of the human race were isolated by Warp storms of unprecedented ferocity. Thousands of years passed in which limited or no Warp travel was possible, causing Mankind to become hopelessly fragmented. Many planets fell to alien predators and outlying worlds sank to the levels of base barbarism. As the Warp storms finally abated, many changes were set in motion that rippled across both realspace and the Immaterium. A new era was beginning...

When the Warp finally settled enough to once again allow travel, the time was right for one to rise up and lift Mankind from out of the anarchy of a bleak and regressive age. The man who came to be known as the Emperor had long foreseen and prepared for this moment and he emerged to unify the warring factions of Terra, the cradle of humanity. Next, the Emperor stretched out his hand to reconcile with the estranged Tech Priests of Mars. With their help, he rearmed his newly created Space Marine Legions, and they strove outwards to bring order again across the galaxy. Known as the Great Crusade, the Emperor's troops spread out from Terra, relentlessly reuniting old territories, expunging aliens and claiming new systems. It was they who once again united Mankind, laying claim to the largest empire in the galaxy. Thus began a new epoch for the race of Man, setting the stage for what would become the Age of the Imperium.

THE HORUS HERESY

This new dawn for Mankind, this expansive new era, was only just beginning when great sacrifice was demanded. Turning his back on the teachings of the Emperor, it was the Warmaster, Horus, the Emperor's most trusted and gifted commander, who committed the ultimate betrayal. Embracing the will of the Dark Gods and infused by their ruinous powers, the traitor Horus led a great rebellion that set the galaxy aflame with bitter civil war. A full third of the Imperium's forces joined Horus, including half of the Space Marine Legions. So it was that brother fought against brother, creating myths and grudges that exist to this day, for on both sides there strode warriors out of legend, and the very planets cracked apart beneath their titanic struggles. Seeking to slay the Emperor, the traitors carved their bloody way to Terra itself, investing the Emperor's Palace, howling their rage in an orgy of slaughter and war. Yet finally, heroically, the tables were turned and, at last, Horus was struck down – but not before he dealt the Emperor a mortal blow. The shattered body of the Emperor remained intact, however, held strong by his indomitable spirit until it could be interred within the recently-forged machinery of the Golden Throne.

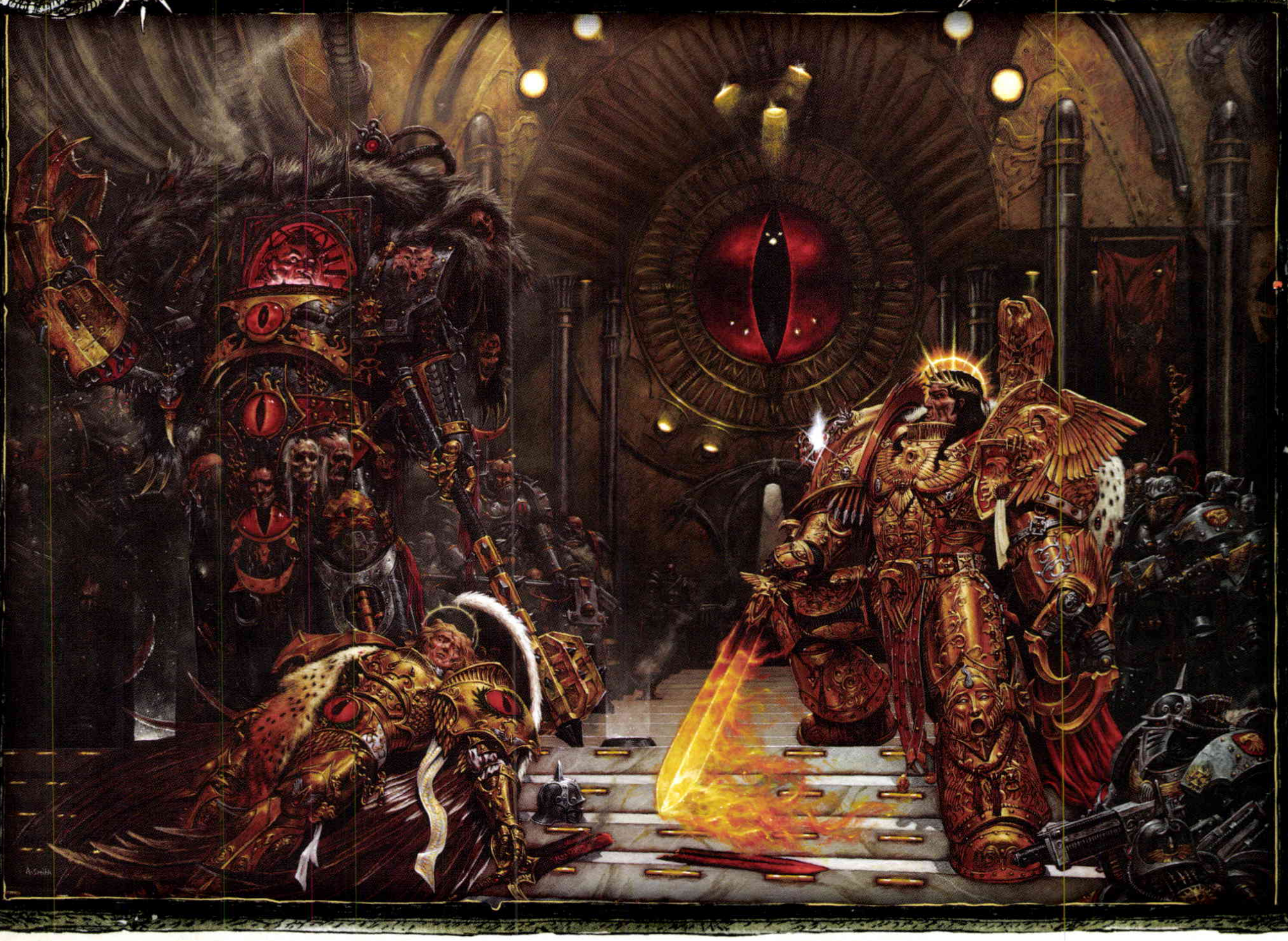
There, deep within the Imperial Palace, towering banks of arcane technology sustain the Emperor's spirit to this day so that it can continue to watch over humanity. Although his withered form is bound, the Emperor's psychic powers are unfettered and he is still the Master of Mankind and custodian of the human race.

NO VICTORY WITHOUT TOLL

Only the Emperor's mind is powerful enough to survive directing the raw forces supplied by the servants of the Adeptus Astronomica to shape the psychic beacon of the Astronomican. The same survivability does not hold true for those members of the Adeptus Astronomica themselves, for their fate is a sad one. The efforts of generating so much mental energy soon destroys them, leeching their souls and reducing them to empty husks. Many die every day, but they are not the only psykers who are asked to make the ultimate sacrifice, for the Emperor cannot eat as men eat, or drink or breathe air. His life has long since passed beyond the point where such things can sustain him and the only viable sustenance for the Emperor is human life force – souls – and he has an insatiable appetite.

Not just any human will suffice for the Emperor's table, for the donor must have psychic powers. Therefore, the Imperium is scoured by the vast flotillas of the Black Ships in a tireless search for emergent psykers. During their long, crowded journey back to Terra, some of the psykers will be found to have the strength of mind to be recruited into the Adeptus Astra Telepathica or become trained by the Adeptus Astronomica, but many more will serve their Emperor in a more gruesome way. They are given wholly to the weird machinery that surrounds the Master of Mankind and their souls are siphoned, slowly and agonisingly, to feed his mighty spirit. Many hundreds, even thousands, must die in this way every day for the Emperor, the Imperium, and all of Humanity to survive.

The Emperor's dream of a new age of enlightenment, a time when Mankind was freed from superstition and ignorance, has turned into something far different. His Imperium has long endured, but only by virtue of an oppressive and necessarily harsh rule carried on his name. It is an age of tyrants and of unreason, an era of stagnation and intolerance. His people have regressed into religious obfuscation while the Emperor sits immobile, his thoughts unknown; the creature whose will extends over a million worlds is unable to lift a shrivelled finger.



THE AGE OF THE IMPERIUM

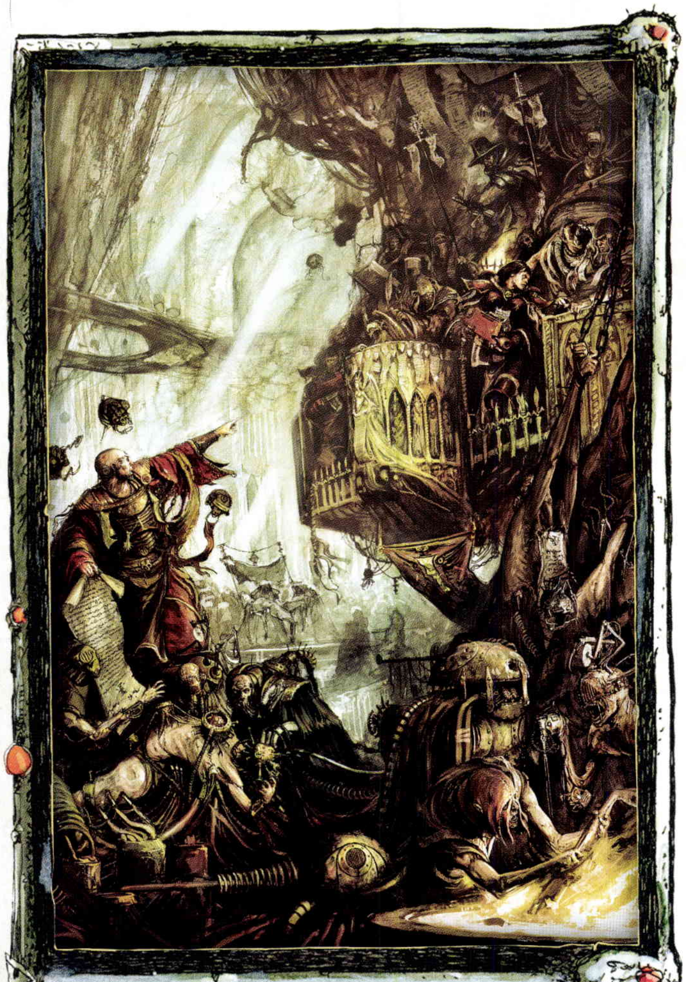
The Scouring

The bitter fighting of the Horus Heresy was only the beginning of a new age founded in blood, battle and the living enshrinement of the Emperor. After the death of their leader, Horus, the traitors splintered and dispersed, but many hard battles remained. It was the time of the Scouring and it demanded countless victories before the fledgling Imperium was wrested back from the brink of destruction. Eventually, the traitors and heretics that weren't destroyed outright fled before the vengeful wrath of the loyalist forces. Many made good their escape into unexplored space or disappeared into the Eye of Terror or other, lesser-known Warp rifts. In bitter exile, those who had turned to Chaos licked their wounds and cursed the Emperor, vowing one day to finish what they had started. Yet there was no time to rebuild the devastated Imperium, for in the wake of the devastation wrought by the Horus Heresy and the Scouring, Mankind found itself weakened and vulnerable. With so much of the its strength siphoned off fighting heretics, many colonised planets were ripe for invasion. Sensing this, predatory aliens closed in on all sides until, on every frontier, worlds burned and were lost. Not even systems once thought unassailable were safe from the rapacious xenos threat.

In the midst of this turmoil, the hierarchy of the Imperium was also undergoing fundamental alterations, morphing from the direct rule of the Emperor to a realm ruled in his name. Many of the changes came from the rising suspicion that was growing from within. During the long fighting of the Scouring, it was gradually uncovered that far more planets than first thought had been lulled into treacheries of one form or another. The roots of these betrayals ran deep and were often hidden, hard to flush into the light and harder still to trace back to those who had instigated the heresies. Distrust and paranoia were rampant in the wake of such sedition and a new era of unease, fear and mistrust grew into being – for the seed of doubt was planted.

Changes swept both the military and the offices of government. The Space Marine Legions, the vast fighting formations so instrumental in Mankind's victories during the Great Crusade, were broken down into many smaller Chapters. Overseen by Roboute Guilliman, the Primarch of the Ultramarines Legion, this transition allowed for greater tactical flexibility without placing the command of an entire Space Marine Legion into the hands of one individual – never again would the awesome power of one hundred thousand Space Marines be misused.

Another vast change wrought upon the Imperium's mighty military redefined the nature of the Imperial Army. Once including both the great battleships that plied the stars and the countless soldiers that landed to fight planetside, now the two were divided into the Imperial Fleet and Imperial Guard. Across all the agencies of the Imperium, offices and institutions were split, their previous responsibilities fractionalised into separate functions and departments. Many of the countless branches within the sprawling Adeptus Administratum were spawned at this time. With the instigation of these changes, it was not unusual for two separate organisations, each unaware of the other, to be tasked with the same jobs, such as verificator scribes and tithe enumerators poring over the same data, each producing the same reports. These byzantine systems were put in place as fail-safe measures, which have since spiralled out of control into administrative excess. Beyond any such bureaucracies, and standing watch over all, was the newly formed Inquisition, a secretive organisation outside the established hierarchies. Ever vigilant, their role was to question everything in their constant search for threats to humanity. None save the Emperor himself escape their uncompromising and watchful gaze.



Facts are chains that bind perception and fetter truth. For a man can remake the world if he has a dread and no facts to cloud his mind.

THE IMPERIUM ENDURES

Since those mythic days, the Imperium has churned onwards, managing to survive all the threats that have been thrown against it. As explorator fleets burrow deeper into the black void of space, the Imperium grows further still. New inhabitable planets are found and colonised, and long-lost worlds are brought again into the Emperor's light. But always the victories are short lived, tempered by some newly emerging crisis.

Throughout the long years, the alien menace has not abated – manifesting as countless flare-ups along the frontiers as well as sudden attacks on territories deep in the midst of Imperium-controlled space. Old enemies continue their onslaught and more races of hostile xenos are discovered with alarming regularity. The Imperium has displaced, repulsed and ground over aliens across the galaxy, but also watched their own planets and star systems fall victim to inhuman attackers. In a few desperate instances, Mankind has had to call upon all their sprawling might to defend against the largest xenos invasions recorded in human history. Not a single segmentum has been spared and even Holy Terra itself has come close to falling into inhuman hands several times.

The Warp storms, which had quieted during the rise of the Emperor and the Great Crusade, began to stir more frequently in the post-Heresy period. Once more, tempests burst forth unpredictably from the Immaterium to cut off portions of the galaxy, thwarting attempts at stability. The unsettled Warp space reflected the rising strife within the realm of men. Without the Emperor to physically guide them, the High Lords of Terra have often disagreed on the direction of the Imperium, quarrelling amongst themselves. Internecine politics, petty jealousies and personal ambitions have boiled over many times, pitting man against his brethren time and again. And always, looming over all other threats, has been the growing menace that lurks inside the Warp. Rising seemingly from nowhere, sprouting up as if from a buried hydra's teeth out of fables, Chaos has repeatedly emerged in new and hideous forms. Constantly growing in magnitude, the havoc wrought by the Dark Gods has driven humanity nearer and nearer to its doom.

The Age of the Imperium, the present age, has lasted for ten thousand years – a vast gulf of time. It is an age unlike any other, an era of bloodshed and doubt, a time that combines both progress-defying stagnation and ever-evolving change. In many respects, it is a time of superstition in which great and unfathomable technology has been enslaved to the forces of mysticism and madness. To the ordinary humans of these times, the peasants in the fields and the warriors amongst the stars, scientific thought represents an abhorrent perversity, a corruption of honour and religious virtue. Even to those few humans who deal with the material of technology, science and magic have become largely inseparable; the Warp engine must have runes upon its side and the lasgun requires the blessings of the Emperor or the Omnissiah.

There is a tower in the Emperor's Palace called the Tower of Heroes: a black tower which rises high into the sky like a spike. At the summit of that tower hangs the Bell of Lost Souls. It is an ancient thing, massive as a building and adorned with dark runes, its peal like the scream of an anguished god. It is tolled but once when a great hero of the Imperium dies. Its wailing moan of grief lasts long and reaches the ears of millions, and its tones penetrate the unifying ether of humanity turning the thoughts of countless billions towards mankind's loss.

Despite the changes in belief and the replacement of logic with faith, or perhaps because of such unorthodox implementations, humanity has not just survived the many disasters, heresies, and invasions that have plagued it over the millennia; it has managed to grow amidst the ruins. The realm of Mankind has never been larger, its borders never wider. Yet the Imperium has never been so beset by such a multitude of threats as it is now: incessant alien attacks, the proliferation of psykers, the growing rips in the veil separating Warp space from reality and the daily corruption of its own citizens take their toll.

To maintain control over an empire constantly poised to be shattered, the Adeptus Terra has grown progressively harsher, their rule has grown ever more iron-fisted and tyrannical. Now is not the time for half-measures, for the fate of humanity is at stake. Besieged and assailed, the Imperium has transformed into an increasingly oppressive realm, a place where rules trump reason and where scale and remoteness removes objectivity. Even death is no certain escape from service to the Imperium, for the fallen often continue their work as servo-skulls, data slaves or flickering bio-luminas; every resource is required.

At its worst, what the Imperium has become is an uncaring bureaucracy gone mad – entire planets are turned into factory worlds, their immense populations enslaved and literally worked to death to produce materials no longer needed. Unending rows of scribes record statistics, following procedures as sacrosanct, although their recorded truths go unread, archived into continent-sized data banks that are filled, scrubbed blank and filled again. Lives, untold billions in number, are wasted out of ignorance, inertia or uncaring neglect. But what does it matter? The populace of planets, nay, entire star systems, are not even drops in an ocean compared to the staggering weight of humanity's masses. Losses, no matter how senseless or enormous, are acceptable so long as the Imperium continues.

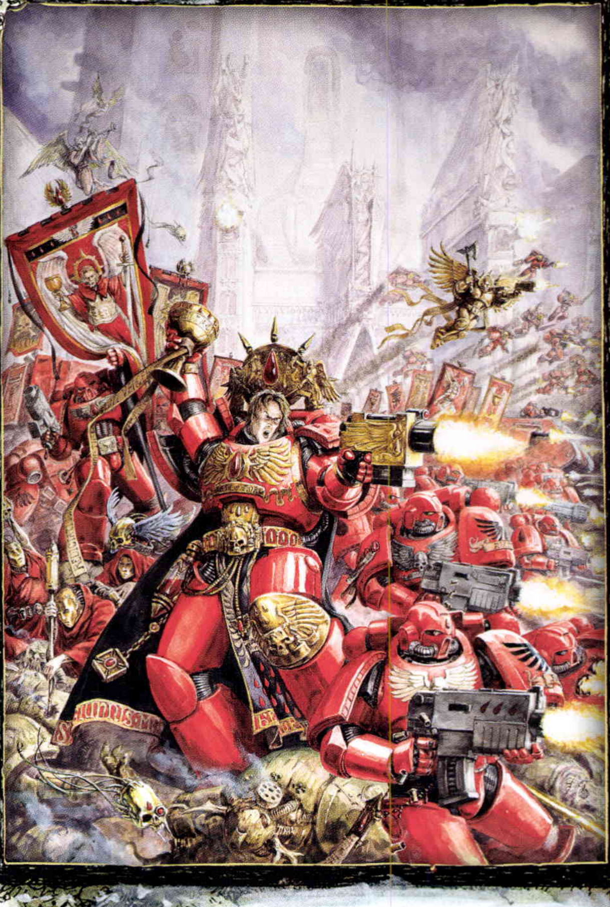
ON THE PRECIPICE

Mankind stands on the verge of an evolutionary change tens of thousands of years in the making. If humanity can survive the trauma of change, it can cast off the mundane shackles of its current form to begin a new epoch of psionic mastery, an era of wonderment and the dawning of a hitherto unseen golden age. Throughout the Imperium, the tide of psychically active humans continues to rise on a daily basis, yet that Mankind will survive this deluge at all is by no means certain.

Against this backdrop of a galaxy at war, the Imperium faces an unrelenting doom. If the ever-increasing numbers of rogue psykers are not controlled, what they unwittingly unleash will further strain the fabric that holds the Warp at bay. Should too many holes be punctured through reality, should that gap ever be too widely bridged, then the powers within the Warp will burst forth to consume the galaxy.

A time of endless night presses in and, everywhere, the enemies of Mankind gather like eaters of carrion. Only the Emperor's foresight and preparations stand a chance of seeing humanity through such end times…

Shrouded in billowing alchemical gases, connected by miles of wires and tubes, the Emperor understands and faces the dangers that threaten to engulf Mankind. Utterly cut off and alone, he has assumed the role preordained for him as guardian of humanity and protector of its metamorphosis. The Master of Mankind knows that he must survive, must live forever if necessary, or until such a time as psychic humans have evolved sufficient strength to withstand the dangers they face from the Warp without him.



Bringers of Doom; Avenging Angels of Death; they are the Space Marines.

A Deadly Evolution

Most humans do not have the conscious ability to manipulate psychic energy, yet almost all have the potential. Since the great Warp storms of the Age of Strife ended, the rate at which humans develop tangible powers has been steadily increasing. These untrained psychic minds can manifest a wide range of abilities, but the Adeptus Terra recognises them all as psykers, and each is subject to the demands of the Imperial Tithe. This obliges the rulers of every Imperial planet to set aside a levy of young psykers for transport aboard the Black Ships to Terra.

Every day, the vast armada of the League of Black Ships plies the void, either racing to collect their precious cargo across the galaxy-wide Imperium, or rushing homeward to Terra, their holds crammed full of frightened and raging psykers. In addition to the Black Ship captains, each a high ranking member of the Adeptus Astra Telepathica, Inquisitors often travel aboard the ships, as they provide a good opportunity to investigate planets' potentials for corruption. Even with psychic dampeners and vigorous checks, such journeys are fraught with danger, for all on board must be evaluated and their powers contained. The threats are constant and ever-changing, as Warp travel has a way of jarring or unhinging unwary minds, sometimes causing psykers to collapse, releasing untold horrors.

An untrained psyker's only chance of surviving the threats of the Warp is to go unnoticed by the powers that stalk there. This is very difficult to do, even with training; the minds of psykers appear as bright flames in the murky realm of the Immaterium, ripe sweetmeats for the pandemonium of planeshifters and Enslavers, and the worst of the astral predators, Daemons. Without the rigours and disciplines taught by the Adeptus Astra Telepathica and its Scholastia Psykana, a psyker has no chance to defend himself against a hungry Warp presence. The dangers of new tears in the veil that separates reality from the Warp are omnipresent.

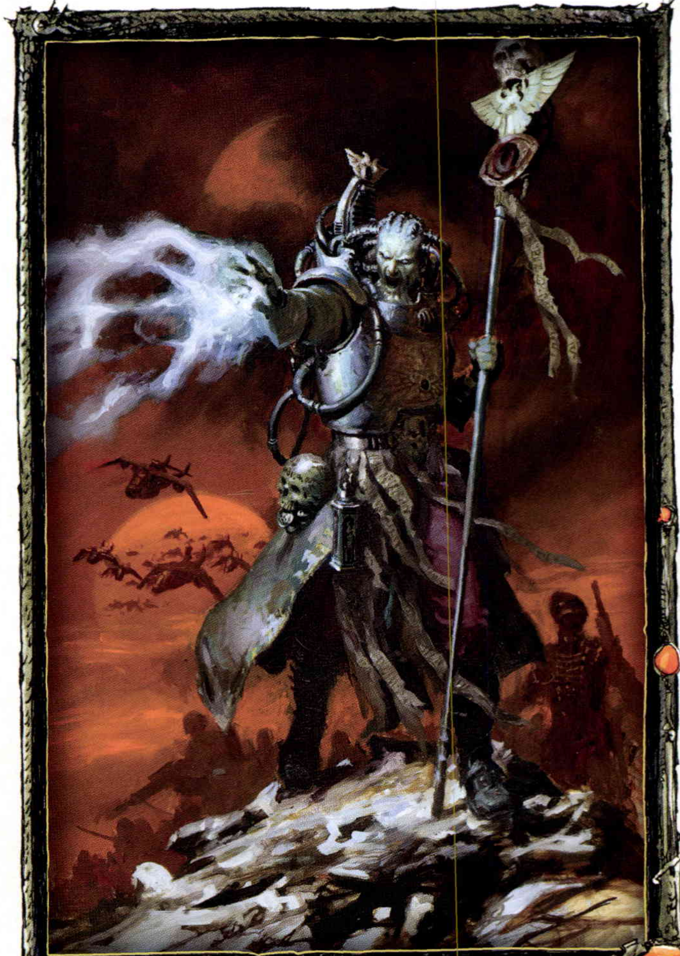
Many psykers are innocent of the scope and malign implication of their abilities, although this doesn't necessarily make them less dangerous. Others, far fewer in number, are not only aware of what hunts them, but actively court the dreadful attentions of Warp entities, tempting a terrible fate for morsels of knowledge or power. Those psykers whose minds are tainted – or worse yet, already harbouring Daemons – must be quickly eliminated.

The Soul Binding

No ordinary psyker can transmit a message through the Warp, nor receive a telepathic message over such distances. Only those called Astropaths learn this ability, and they only do so after many years of training at the Scholastica Psykana. Such teachings mould their powers and strengthen their minds against psychic dangers, culminating in a special ritual known as the Soul Binding. Taking place inside the Imperial Palace, the psykers are led before the Emperor one hundred at a time. There, they kneel before the Golden Throne and are briefly subjected to the full-spectrumed greatness of the Emperor's boundless mental energies. In the midst of this agonising process, the tiniest mote of the Emperor's boundless power is transferred to the Astropath.

Despite the long years of preparation, not all psykers survive the painful blessing bestowed by the Emperor. Even those that manage to maintain their sanity often sustain some type of loss from their brief exposure to purest power. In particular, the sensitive nerves of the eyes tend to suffer catastrophic damage, often melting entirely away, leaving nearly all Astropaths blind. Additionally, after their experience, many lack any sense of smell, touch or hearing and become increasingly frail of body.

Soul Binding is said to affect Astropaths in other ways as well, and it is commonly claimed that once his mind has touched that of the Emperor's, an Astropath may gain a new understanding and insight into the nature of the universe. Certainly, their increased psychic skills and fortitude make up for their sensory losses and, indeed, most Astropaths are able to function as well as if they had full sight. Indeed, they would not seem blind at all were it not for their distinctively distorted, sunken and empty eye sockets.



THE AGES OF MANKIND

Knowledge of the long ages of human history has been wreathed in shadow, buried beneath the aeons or simply lost over the expanse of time. Some Historitors continue to seek knowledge, but their work is like holding a candle against the dark abyss. Be that as it may, presented here are the ages of Mankind's history as currently termed and understood.

Throughout the ages of Mankind, there have been many cataclysmic events of such magnitude that the human race has been brought to its knees. Ork Waaaghs! have threatened Holy Terra itself before being defeated, Space Marine Chapters have been destroyed only to be restored to glory thousands of years later, and entire sectors have been overthrown by xenos and daemonic threats only to be reclaimed in the Emperor's name. Many times has the Imperium suffered a blow thought dolorous and yet recovered. Each time, the storied histories have been lost, corrupted or rewritten by the victors of great campaigns. This leaves the majority of the Imperium's people unaware of the galaxy-spanning wars that have been fought to secure their humble place amongst the stars.

The historitors of the Adeptus Administratum seek, gather and dutifully collect the history of each planet within the Imperium. Once, perhaps, this was done with purpose. Now, however, it is most often an indiscriminate compilation of data, a process where scribes unthinkingly copy content onto scrolls, preserving complete records in constant fear of missing a single inconsequential letter. The ability, or even desire, to translate what these facts mean in any larger sense is almost entirely absent, found only in a few individuals who are eyed suspiciously, or perhaps punished for their enthusiasm.

The largest and most complete collection exists beneath the surface of Terra. There, the colossal under-halls stretch out of sight -- endless vistas of datascrolls tower upwards like mountains. With flickering candlelight provided by floating servo-skulls, long processions of curators, scriveners, and ciphers wind through the valleys, attempting to illuminate that which was. Over the years, there have been many adjustments, by revisionists from the Adeptus Ministorum, the Inquisition and some say the High Lords of Terra themselves.

AGE OF TERRA: M1 – M15

Little is known of this period save that Mankind had begun taking its first forays into space. Mars became the first planet to be terraformed when it was settled by industrial cartels. The red planet soon became synonymous with technical expertise and scientific advancement. Colonies had to be self-sufficient, as many were isolated from Terra by long, dangerous journeys.

AGE OF TECHNOLOGY: M15 – M25

This era is referred to as the 'Dark Age of Technology' so often that its original title might seem incomplete. There are few reliable records and even they seem to contradict themselves with regularity. What is known is that from roughly M18 onwards, Mankind discovered the Warp and how to enter it. Slowly, through many disasters, humanity learned to use the Warp to make faster than light journeys out of their own star system. During this time, the first alien races were encountered.

Soon after, Mankind embarked upon the discovery, development and cultivation of the human Navigator gene, a controlled mutation that allowed human pilots to make longer Warp jumps than previously thought possible. Navigator families, initially controlled by industrial and trade cartels, became individual forces in their own right by M19. By M20, humanity had proliferated and settled many of the countless star systems.

It was a golden age for scientific achievement; technology provided all the answers. Thinking machines aided civilian and military production, allowing enormous labours to be accomplished at a frenetic pace. Perfection of the STC system permitted an explosion of colonisation that reached the furthest limits of the galaxy.

For the rest of the age, Mankind spread across the stars, becoming widely dispersed and divergent. There is evidence of many wars, but none that threatened the stability of human space. The existing records list xenos enemies long since extinct, along with more familiar names such as Eldar and Orks. Interplanetary trade was established and great fleets carried goods to and from the ends of the galaxy. As planets became overpopulated, the recently invented construction mediums of plasteel, plascrete, ferrocrete and rockcrete were used to build colossal cities: the proto-hives.

As quick as Mankind's expansion had been, it was eclipsed by the speed of its collapse. The decline was so rapid, so utter and so nearly complete that little of those colonies or the civilisations they spawned remain. Speculation is rampant, but there are few facts. What is known is that human psykers were first mentioned towards the end of M22, making a sudden appearance on almost every human world within a relatively short span of time. By the end of M23 there was widespread anarchy, descriptions of what must be Daemonic possessions and great turbulence in the Warp. Some records also cite betrayal by the machines and a great war with robotic armies. Whether factual or allegorical, the histories leave no doubt on one point: the golden age had come to a spectacularly swift and brutal end.

AGE OF STRIFE: M25 – M30

Marked by terrible wars and massive invasions that tore humanity apart, this age was a time of collapse. Warp storms of unprecedented ferocity isolated Mankind's colonies. The great distances prevented contact with other colonised planets, and those who remained in communication often became embroiled in internal battles for control.

The separated human cultures rapidly diversified. Humanity itself began to evolve, with mutations regularly appearing on most planets and, on some worlds, altering into something new altogether: the first of the abhuman races. Civilisations that persecuted the recently developed psykers fared the best. Worlds where such abilities were encouraged were destroyed altogether. Some of the wonders of the Age of Technology were lost or destroyed in the flames of conflict while others fell into neglect. Mankind was brought to its knees and this horrific state continued for nearly six millennia.

When it finally started to emerge from the long darkness, humanity was forever altered. Science was no longer the answer, but something to be feared. As the legends go, late in the Age of Strife a force united the warring factions of Terra and the long war with Mars was ended. This new leader was known only as the Emperor, and even as he prepared to reclaim the galaxy, a final mighty surge of the Warp storms lit up the skies. When the scintillating burst died down, it left behind the Eye of Terror.

With the sudden quelling of the Warp storms that had raged unabated for nearly the whole of the Age, the Emperor and his newly formed Legions of Space Marines turned their attentions to the stars, beginning the Great Crusade. This defining moment brought an end to the dismal despair of the Age of Strife and began a new period of human history.

AGE OF THE IMPERIUM: M30 – PRESENT

From out of the ruin of the Age of Strife rises a new era. Humanity becomes bound within the organisations and institutions of the Imperial administration. After the betrayal of the Horus Heresy, the Emperor reaches the end of his natural life; his existence is now maintained by the artificial means of the Golden Throne and continual human sacrifice. Psykers continue to emerge in ever growing numbers and are barely controlled through constant suppression and vigilance. It is an era of war and constant battle, and the menace from the Warp looms ever larger.

C. M30
CREATION OF THE SPACE MARINE LEGIONS

The Emperor forges his greatest weapons – genetically engineering the superhuman Primarchs. Then, from their gene-seed, the 20 First Founding Space Marine Legions.

C. M30
BIRTH OF THE ASTRONOMICAN

The Emperor creates the great psychic beacon that allows Navigators to steer within the Warp and travel great distances. Originally powered solely by the Emperor, that duty is eventually shifted to a great choir of 10,000 psykers instead, heralding the birth of the organisation that would become the Adeptus Astronomica.

C. 800.M30
THE GREAT CRUSADE

The Emperor emerges from the anarchy of sundered Terra and leads the campaign to reunite Mankind. The Great Crusade is spearheaded by the newly formed Space Marine Legions, who are armed by the recently allied factories of Mars. Battles unnumbered are fought and the Space Marines, supported by the new Imperial Army, prove unstoppable. Aliens and Warp creatures are driven back, planets are reclaimed and the missing Primarchs are found. The Emperor preaches three great truths in his reconquest of the galaxy: genetic corruption must be sought out and eradicated; psykers are to be rooted out, kept in control, and handed over to Imperial agents for evaluation; and destructive aliens are to be rendered powerless.

As the Primarchs take control of their Legions, the Great Crusade separates, moving in many directions and reaching far across the galaxy. The Emperor returns to Terra, leaving Horus, foremost amongst the Primarchs, to finish off the great drives of human expansion. It is these deeds and countless battles that create the Imperium of Man.

C. M31
THE HORUS HERESY

The Emperor's most trusted servant, the Warmaster Horus, turns traitor. With half of the Space Marine Legions, four Titan Legions and an untold number of formations from the Imperial Army, Horus makes for Terra, aiming to take the Emperor's place as ruler of Mankind. It is a bitter civil war; across space and upon many planets, brother fights brother. Immortalised by many legends the Battle of Terra and Siege of the Imperial Palace mark the epic finale of the Heresy, with countless heroic actions and notorious deeds. In the end, Horus is slain, but not before the Emperor is mortally wounded, forcing him to retire for evermore to the life-sustaining Golden Throne.

C. M31
THE SCOURING

This is a campaign of vengeance fought against the heretic traitors still found across the galaxy. Loyalist forces, led by the Ultramarines and Space Wolves Legions, drive back those traitors who survived Horus' fall. The corrupted forces find refuge within the swirling Eye of Terror. This time period also marks the grim realisation of just how many planets were lured into helping the traitors. Some are corrupted, others merely misled or beguiled. Guilt and recrimination henceforth become rife in the new Imperium of Man.

C. M31
SECOND FOUNDING

In the midst of the Scouring campaign, the remaining loyal Space Marine Legions are disbanded to form the far smaller 1,000-man organisations known as Chapters. A portion of the Space Marines maintain their parent Legions' original names, badges and colours while the remaining Chapters take on new names and heraldry. The majority of these Second Founding Chapters still serve the Imperium today.

544.M32
THE BEAST ARISES

The Orks rampage across the Imperium on a massive scale. The number of attacks grow until it becomes the greatest greenskin invasion that the galaxy has ever known, eclipsing even the one defeated by Horus upon the world of Ullanor, which earned him the title of Warmaster. Nothing is safe from the Orks' primal desire to conquer the galaxy, and their widespread advances are only halted when the Imperium resorts to the most extreme of measures, at great cost to the Adeptus Astartes.

M 30
165 M 30
330 M 30
500 M 30
665 M 30
830 M 30
M 31
M 31
330 M 31
500 M 31
665 M 31
830 M 31
M 32
250 M 32

THE TIME OF REBIRTH

This is the dawning of the galaxy-spanning Imperium and the rebirth of the domain of Mankind. Almost immediately following its inception, the newborn Imperium must rise from the ashes of the Horus Heresy. Now shorn of the Emperor's leadership, nearly everything is reorganised and many fail-safes are put into place. Countless doctrines, the most famous of which is the Codex Astartes, are drawn up and implemented in the hope of ensuring that large-scale military rebellion is never again possible.

546.M32
THE BEHEADING

The internecine politics of the Imperium take a calamitous turn when the High Lords of Terra are slain to a man at the orders of Drakan Vangorich, the Grand Master of the Officio Assassinorum. This marks the beginning of a hundred year period of anarchy. At great loss, a Space Marine retribution force delivers the Emperor's justice to Vangorich.

646.M32
REUNITED

Agnathio, Chapter Master of the Ultramarines, unites over fifty leaders from other Chapters of Space Marines and arrives upon Terra. Such a show of power and faith puts an end to the squabbling for the contentious seats of the High Lords of Terra that has consumed the differing factions since the Beheading. In locked council with the mightiest of Mankind's warriors, such matters were quickly sorted. None know exactly what was done or said, but when the Space Marines departed back to their far-scattered missions, there once again sat twelve High Lords of Terra. If there was further dissension, none dared speak it aloud.

888.M32
THE ASTROPATH WARS

910.M32
THE FIRESTORM

C. M32
RISE OF THE ADEPTUS MINISTORUM

The Emperor, always an object of veneration, only increases his following after being joined to the Golden Throne. Many Imperial cults arise over the following centuries, the majority of which are united into a larger body known as the Ecclesiarchy. This powerful body gains momentum until, in the thirty-second millennium, it is granted the status of official religion of the Imperium and the title of Adeptus Ministorum. It is only a few centuries later that Ecclesiarch Veneris II receives a seat amongst the High Lords of Terra, and after 300 years, the seat reserved for the Ecclesiarch is made permanent.

M33
THE WAR OF THE CONFESSOR

In a particularly violent display, the Adeptus Ministorum exerts its newfound strength. Many key shrine worlds are added to their holdings during this holy war.

313.M33
SIEGE OF ETERNITY'S GATE

615.M33
THE BLADE OF INFINITY

The *Blade of Infinity*, a pre-Heresy cruiser, emerges from the Warp, its re-entry signature suggesting that it had left realspace over twenty thousand years previously. This predates the Warp-drive's invention in the Age of Technology and suggests radical time stream disorders. Transmissions picked up suggest the *Blade of Infinity* is trying to communicate some type of warning, but before much can be deciphered, it once again disappears into the Warp. In its wake comes an invasion fleet of Chaos Space Marine Legions, fell foes that wreak much havoc. The ship *Blade of Infinity* re-emerges several more times in subsequent years, always as a harbinger of further Warp incursions.

831.M33
THE YEAR OF THE GHOSTS

In the Segmentum Solar, the honoured dead rise up to drive back the terrors of the Warp.

C. M34
THE PALE WASTING

In the early years of M34 a great threat arises beyond the Ghoul Stars. Even today its true nature remains suppressed. The ravages are said to cause the extermination of a score of Space Marine Chapters and souls unnumbered.

401.M34
THE HOWLING

Black Templars Space Marines end the Catelexis Heresy by executing the Cacodominus, an alien cyborg whose formidable psychic presence allowed it to control the populace of thirteen hundred planetary systems. Alas, the Cacodominus' death scream echoes and amplifies through the Warp, burning out the minds of a billion astropaths and distorting the signal of the Astronomican. Millions of ships are lost in the resulting upheaval and entire sub-sectors slide once more into barbarism without the dictates of the Adeptus Terra to keep them in line. It is a steep cost for victory.

THE FORGING

The Imperium expands and binds its most important star systems under ever tighter control. Astropath choirs are set in relay positions across the galaxy, with major hubs on the best-garrisoned worlds such as Armageddon, Bakka and Macragge. The Adeptus Ministorum becomes the official religion of the Imperium, adding new measures of control over the masses. A few long-lost STCs are rediscovered, and for a time, the technological decline is stabilised. Without the Emperor's guidance, there is much room for interpreting the best direction for the Imperium. To avoid prolonged dissension, strict rules are put in place and punishments for disobedience are swift and brutal. Fear rules the highest levels of authority, and ignorance rules the lower menials. The established rule becomes harsher and more widespread than ever.

666.M34
Warp Stars

Following a fierce storm bursting from the Eye of Terror, the first of many Warp Stars are sighted. The tendrils of their power pull any ships or small planets that fall within their reach to a grisly, if spectacular, doom.

934.M34
The Warnings of Ulthwé

C. M35
Moirae Schism

During the dark days of the Nova Terra Interregnum, this conflict tears apart the Adeptus Mechanicus, dividing the Machine Cult in a way unseen since the Horus Heresy. The forge world of Moirae is blasted to dust, but not before the schism spreads throughout the Cult of Mars, the Titan Legions and several Space Marine Chapters with close ties to the Adeptus Mechanicus. Over two thousand years of bloody strife pass before the baleful doctrine is considered fully purged.

975.M35
The Cataclysm of Souls

The Ecclesiarchy begins to rebind the sundered Imperium as a religious state that transcends political differences. Billions die in the religious wars when the Ur-council of Nova Terra rejects the Ecclesiarchy's teachings.

980.M35
Hrud Rising

991.M35
The Cursed Founding

The notorious 21st Founding of Space Marines goes horribly wrong and the Grey Knights are called in by the Inquisition to expunge the threat.

104.M36
The War of Recovery

Patchy reports cite technological wonders on the planets of the Mortuam Chain. Hoping STCs can be recovered, the Adeptus Mechanicus launch an expedition, which begins an escalating war lasting over a century. Aided by the weaponry they recover, they free the human colonies from xenos occupation and several first generation copies of STCs are returned triumphantly to Mars.

C. 200.M36
The Reign of Blood

Goge Vandire, Ecclesiarch and High Lord of the Adeptus Administratum, falls from the Emperor's light and sparks a civil war that lasts for seven decades. Only when loyal citizens rally to the banner of the preacher Sebastian Thor is the strife ended. Though Vandire's blood has long since been washed away, his memory stains the Emperor's Palace still.

310.M36
The Plague of Unbelief

754.M36
Web of Intrigue Disaster

989.M36
The Golden Throne Hungers

As the Eye of Terror and other Warp rifts visibly expand, the Tech-Priests servicing the Golden Throne demand an increase in the number of psykers needed to fuel the Emperor's growing appetite. The Black Ships increase in number and frequency of voyages. According to some records, four times the number of psykers are sacrificed daily to maintain optimal levels of power to the Golden Throne.

010.M37
Wrath of the Chaos Sun

The red giant star at the heart of the Maxil Beta system explodes in an expanding cloud of Warpflame. The inhabitants of every world for hundreds of light years are either mutated beyond recognition or possessed by the denizens of the Warp. In response, the High Lords order the mobilisation of whatever forces are close at hand. So it is that the Grey Knights are joined by a dozen other Chapters, countless Imperial Guard regiments, and the nascent Orders Militant of the Sisters of Battle. The resulting battle does much to heal the wounds opened by Vandire's treachery.

020.M37
The Great Cull

In their mercy, the High Lords of Terra begin a systematic extermination to ensure that such a corruption of faith can never occur again.

321.M37
The Abyssal Crusade

The judgement of Saint Basillius finds thirty Space Marine Chapters wanting in faith. The guilty are given a choice between instant death or embarking upon a crusade into the Eye of Terror. All choose the latter mission.

800
M 34
M 35
200
M 35
400
M 35
600
M 35
800
M 35
M 36
200
M 36
400
M 36
600
M 36
800
M 36
M 37
250
M 37
500
M 37

NOVA TERRA INTERREGNUM

The time of the twin Empires. The Ur-council of Nova Terra denounces the High Lords of Terra and claims rule of the Segmentum Pacificus. For nine centuries the Imperium becomes a realm split in twain. The Age is marked by ongoing civil wars for reunification and disputes over old trade terms, tithes and wavering allegiances.

THE AGE OF APOSTASY

Foreshadowed by the split of the Nova Terra Interregnum, a new age of dissent and power struggles follows. Zeal eclipses reason, and misrule reigns supreme. The word of the Emperor is subverted wholesale by corrupt ideologues, each struggling to usurp total control for themselves. The strong prey upon the weak.

550.M37
The Occlusiad

The northwestern fringe is ravaged by the Apostles of the Blind King, rogue Tech-Priests who view humanity as an affront to the Machine God. The Apostles uncover artefacts lost in the Dark Age of Technology that allow the creation of supernovae from the hearts of living suns. Constellations are forever changed as the Apostles purge the outer sectors of Segmentum Obscurus. War rages for a decade, until Navigator Joyre Macran discovers the palace-warship of the Blind King hidden in a fold of Warp space. Macran guides the Emperor-class battleship *Dominus Astra* to the palace's location and the Blind King is slain. Without his prescience, the Apostles are quickly overcome.

754.M37
Dissidence Dreams (The Lost Crusade)

On thousands of planets, menials rebel against their dreary drudge with wild-eyed leaders espousing a better way of life – a galaxy of tolerance. The movement is especially popular amongst the youth, earning it the title of Children's Crusade. Billions of earnest pilgrims are lured to seek transport to Terra; some are waylaid by pirates, but the majority disappear into the Warp.

956.M37
Heavenfall Massacres

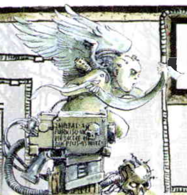
034.M38
The Bloodtide Awakens

112.M38
Judgement of Basillius

Having purged more than four hundred worlds within the Eye of Terror, the survivors of the Abyssal Crusade return to Imperial space. Without pausing to claim the honours due for such a successful and protracted crusade, Chapter Master Konvak Lann of the Vorpal Swords declares the now ancient Saint Basillius a false idol and adoration of him tantamount to betrayal. In less than a year, every known sepulchre and shrine of the false saint is destroyed. After his execution, his bones, along with countless relics, books of doctrine and thousands of living worshippers are placed on a derelict bulk-freighter and launched directly into a nearby star.

666.M38
Grim Harvest

A great armada of misshapen hulks drifts out of the Warp near Terra. Some of the twisted and fused ships can still be identified as transports carrying pilgrims from the Lost Crusade. The Inquisition works feverishly to cover up the fleet's existence and its cargo of abominations.



001.M39
The Conflict of Helica

103.M39
Mausolean Cataclysm

131.M39
The Redemption Crusades

In each of the segmentums of the Imperium a great hero emerges. Like unto the Primarchs of old are these warriors, and the combined efforts of their crusades push back the borders of the Imperium further than they have been for nearly five hundred years. And then, fifty years later, the five heroes vanish without a trace, spurring Ecclesiarch Inovian III to declare them saints returned to the Emperor's side.

139.M41
Gothic War

Known by some as the 12th Black Crusade, a vast attack is launched by Abaddon the Despoiler. It involves many sprawling battles across dozens of star systems, most of which are in the Gothic Sector of Segmentum Obscurus. Lasting over twenty years, it involves large naval conflicts and hundreds of planetary invasions. On the Imperial side, dozens of Space Marine Chapters, nearly a hundred Imperial Guard regiments and the better part of three Titan Legions take part, along with every naval vessel the segmentum can muster. The forces of Chaos, made up of Traitor Legions, renegade Chapters, Daemonic hosts and rebellious cults are eventually pressured by an endless stream of Imperial reinforcements to fall back into the Warp.

392.M41
The Macharian Conquests

Lord Commander Solar Macharius musters the greatest army the galaxy has seen since the Emperor united all his Primarchs beneath him in the Great Crusades. In seven years, Macharius reconquers a thousand worlds on the western reaches, and his glory carries him into the darkest sectors, places where the Emperor's light had never before been seen. Upon his death, the whole Imperium weeps for the fallen commander, but Macharius' territories soon collapse into rivalry and war. The Macharian Heresy, as this time has come to be known, lasts for seventy years and is only ended through the combined efforts of one hundred Space Marine Chapters.

500.M41
The Tears of the Emperor

The Imperium is swept by visions of the Emperor's tears. From backwards planets to hive worlds, a million versions of the same story are told by holy men, street agitators, shamans, priests, and mystics. Primitives point to storm-filled skies, claiming that the drops falling from them are the tears of their mighty god. Upon cardinal worlds, Arch-Deacons to lowly pilgrims claim to have seen statues of the divine Emperor shed tears. Chapter Masters and hive city urchins alike have visions of the Emperor stirring upon his throne, tears running from his empty sockets. Although the dreams take myriad forms, all know that the Emperor weeps not for himself, but for Mankind.

750
M 37
M 38
330
M 38
660
M 38
M 39
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M 39
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M 39
M 40
330
M 40
500
M 40
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M 40
M 41
170
M 41
340
M 41
500
M 41

THE AGE OF REDEMPTION

The sins of apostasy are purged in blood and the Imperial cult grows in power. Heretics burn on a thousand worlds as the populace of the Imperium mortify their sins. Crusade after crusade is launched, and as the fervour peaks, thousands of worlds are left with inadequate defences as sector fleets, Space Marine Chapters and Imperial Guard regiments are drawn into long and terrible campaigns.

THE WANING

With the Imperium's armies exhausted by the Redemption Crusades, many worlds and systems fall to Ork invasions, Chaos insurgencies, or new alien menaces while internal strife embroils countless star systems across the galaxy. To combat the spreading anarchy, the Adeptus Terra imposes ever-stricter rules and doles out ever-harsher punishments. Many systems are turned over to direct governance by Space Marine Chapters to preserve stability.

THE TIME OF ENDING

The days close in and Mankind stands before the precipice. Now, say the priests, is the time of judgement, where faith shall be tested in fire, and courage pushed to its very limits. Secession and rebellion are rife, for only the strong of will can maintain order against such pressures. Sensing weakness, alien empires close in on all sides. Zealots rant that the xenos are but Man's punishment, his just consequences for straying from the Emperor's guidance. The rise of mutants and witches is yet another sign of the unworthiness of humanity.

Desperate messages from across the galaxy echo through the Warp. Astropaths work feverishly to pull the transmissions from the Immaterium and translate them, to sift the meaning from the garble. The messages are dire: planetary governors plea for aid, Imperial Guard officers call for reinforcements, fleet commanders issue ominous warnings. Thus are the forces of the Imperium put into motion. They fight with the valour of heroes, defending humanity from within, without, and from beyond – but they cannot be everywhere at once.

Daily, the news grows worse, the attacks steadily rising. Most portentous of all, the prescient foretell of great ripples of movement in the Warp, like a swell in the water disturbed by some colossal, but unseen, menace below. Fell things are gathering in that dread realm, straining as never before to push through the unseen borders.

This is Mankind's darkest hour…

744.M41
ILL OMENS

Taggarth, the Seer of Corrinto, proclaims the approach of the End Times. He prophesies a time of unprecedented upheaval, in which even the light of the Emperor is swallowed in darkness. Taggarth is swiftly executed for heresy, but the doomsayer's cry is picked up by others on planets beyond count.

745.M41
THE GREAT DEVOURER

The Tyranids enter the galaxy and the Tyrannic Wars begin. Hive Fleet Behemoth destroys the Imperium-held Tyran and Thandros systems. Later that year, the alien horde descends upon the Realm of Ultramar, laying waste to several planets and devastating the Ultramarines Chapter. The bold deeds done during the Battle of Macragge are one of the most enduring of the many legends of the Ultramarines. The immediate threat of Hive Fleet Behemoth is finally ended under the guns of two entire Imperial battlefleets. Still reeling from their wounds, many across the Ultima Segmentum look to their borders with increasing unease.

748.M41
THE BLOOD STAR CAMPAIGN

When the star Ares turns blood red, it heralds increased daemonic activity in the Scarus Sector. Before the brutal campaign ends, it claims untold lives, including three Chapter Masters and the Fleet Admiral of Segmentum Obscurus.

750.M41
THE GREAT EXODUS

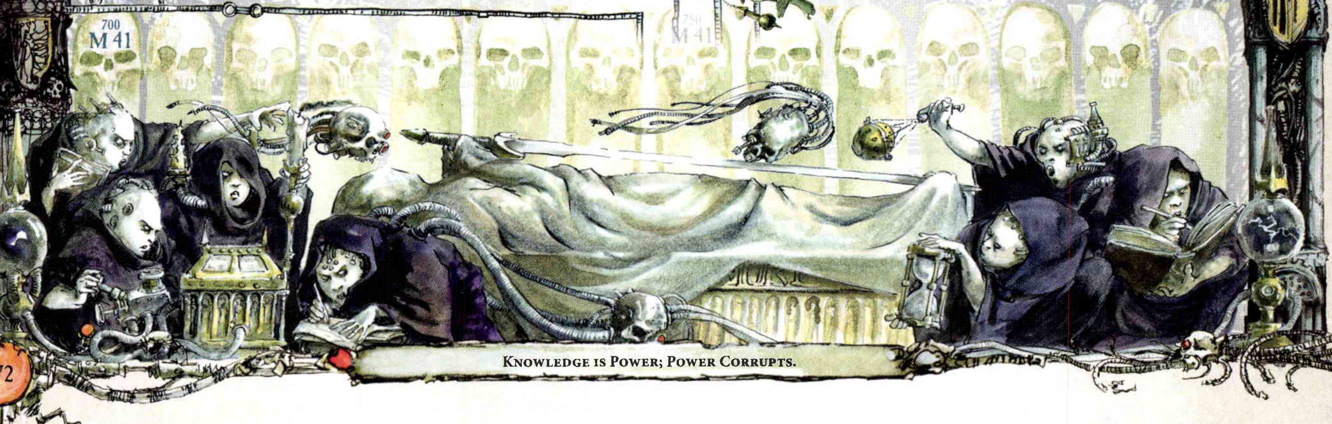
A strange swirling phenomenon in the Argos system is only a curiosity until the sudden appearance of six Eldar craftworlds. By the time the Imperial Fleet arrives, both the swirling mass and the Eldar are gone, yet in their passing all prime suns within sixty light years are extinguished. The Imperial Fleet and innumerable transports attempt to ferry the countless billions of Imperial citizens to neighbouring systems, in what is the largest exodus ever attempted by the Imperium. It is estimated that nearly 12% of the population and 32% of the heavy industry are safely removed. The ring of dead planets and suns is now known as the Deadhenge, a salvager's paradise and refuge of pirates.

757.M41
A GRIM FATE

The first recorded incidence of the Zombie Plague occurs on Hydra Minoris. Quarantine is imposed, trapping 23 billion uninfected Imperial citizens alongside a rising tide of contagious and carnivorous undead.

766.M41
BLINDED

Many Imperial watch stations and listening posts in the Catachan and Ryza systems are attacked by Eldar pirates under the command of Prince Yriel. Without their early warning 'eyes and ears', this leaves both systems vulnerable for decades to come.



783.M41
RISE OF THE ANCIENTS

Eldar from the Ulthwé Craftworld destroy an Explorator fleet above the dead world of Maedrax, but not before several probes have been released. Space Marines from the Blood Angels Chapter are dispatched to investigate the loss of the fleet and instead become embroiled in a battle between the Eldar and the Necrons that had awakened on Maedrax.

795.M41
KRANDOR REBELLION

An uprising in the Krandor system is harshly put down by the Cadian 23rd. Several of the cults, notably the followers of the Shining Deity, the Cult of Many Tentacles, and the red robed Brotherhood, had not been seen since the Fourth Quadrant Rebellion. Although both military and civilian losses are high, their quick subjugation is vital. The Imperium can ill-afford to lose the resource-rich Krandor system, which holds planets key to the whole of Segmentum Obscurus.

797.M41
GREEN TIDE OVER ULTIMA

Throughout Segmentum Ultima, countless Ork invasions threaten to mass into a single colossal Waaagh! The forces of the Imperium are stretched to their utmost to contain each individual war zone. Notable actions include Marneus Calgar, Chapter Master of the Ultramarines, holding the gate alone for a night and a day against the greenskin hordes in the Siege of Zalathras and the Second Company's utter devastation of Warboss Brug's planet stronghold.

801.M41
GUIDELESS IN THE STORM

A brief flicker in the Astronomican throws thousands of ships off course, dooming them to destruction in the Warp.

813.M41
THE SIEGE OF VRAKS

The Apostate-Cardinal Xaphan leads the arsenal world of Vraks into the service of the Dark Powers. As the forces of the Imperium arrive to quell the rebellion, they are immediately met in battle, followed by a rapid escalation of forces on both sides. The seventeen-year campaign ends in a full-scale Daemonic incursion and, finally, the intervention of the Ordo Malleus and the Grey Knights. By the end, Vraks is entirely laid waste.

822.M41
ABADDON'S QUEST

Chaos Warmaster Abaddon raids the Maiden world of Ildanira, seeking a long-lost artefact. He is driven off by forces of the Alaitoc Craftworld. Such an action is minor compared to the many ongoing wars, but its portents loom large.

853.M41
ROOTS OF CORRUPTION

The uprising on Krandor III, thought to have been suppressed over fifty years previously, has once more grown strong. Mutants, psykers and all manner of outcasts have been nurtured in darkness and corrupted by the whispers of cowled cultists. Even as the surging rebellion takes over the planet's surface, hive by hive, the orbital sentinel stations and moon-based defence lasers are captured by Chaos Space Marines accompanied by loathsome things, neither man nor mutant. Three Space Marine Chapters, led by the Imperial Fists, secure resources, artefacts and a few Adeptus Administratum officials before Exterminatus is mercifully delivered. Some 42 Imperial Guard regiments from Krandor III still exist, surviving only because they had been shipped out to distant war zones before the rebellion.

863.M41
THE SAINT CYLLIA MASSACRE

The Adamant Fury Titan Legion betrays the Emperor and falls to Chaos. They turn their guns upon loyalist regiments of the planetary defence force before making good their escape. The loss of a full Titan Legion sends ripples of concern through the Imperium and great effort is exerted to find and destroy them.

876.M41
THE BLOODTIDE RETURNS

Chaos comes to the world of Van Horne. The Bloodthirster Ka'jagga'nath, Lord of the Bloodtide, breaks free of his bonds and unleashes a tide of gore that corrupts everything it touches. For eight days and nights, the orgies of blood continue, each fresh death luring yet more Daemons to the mortal world. Only when the Grey Knights' 4th Brotherhood arrives can the Bloodtide be abated, and then only at great cost. Ka'jagga'nath is cast back into the Warp. The psychic backlash also banishes the Bloodtide and the Daemons it had drawn forth.

883.M41
ARMOURED ASSAULT

The Cadian 423rd spearhead, led by Knight Commander Pask, is the largest armoured assault since the Battle for Tallarn. Over eight thousand Imperial tank companies and thirty-five super-heavy detachments are annihilated during the nearly total destruction of the renegade Adamant Fury Titan Legion upon the Planus Steppes.

800
M 41
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885
M 41

888.M41
The Crusade of Wrath

The Black Templars Chapter inflict heavy losses on the Word Bearers Chaos Space Marine Legion, reclaiming several star systems previously lost in the Maelstrom.

891.M41
The Long Midnight

The worlds of Persya suffer attacks from Eldar pirates who swathe their targets in utter darkness before pillaging and slaughtering at will. The vicious raids only cease upon the arrival of the Praxion Patrol.

897.M41
Old Menace Rising

The fortress-convent known as Sanctuary 101 is destroyed, including all the Sisters of Battle within, by Necrons. No survivors or signs of the perpetrators are left. Some few in the Imperium begin to understand the vast menace that the awakening Necrons might become.

897.M41
Hive Fleet Gorgon

A new Tyranid menace is spotted by Imperial outposts – it is heading directly for the growing Tau Empire. No warnings are given.

901.M41
The Badab Wars

Lugft Huron, master of the Astral Claws Chapter of Space Marines, refuses to hand over his gene-seed tithe to the Administratum and instead announces his secession from the Imperium, declaring himself the Tyrant of Badab. Twelve years of inter-system war follow, wreaking havoc on shipping lanes and embroiling more than a dozen Space Marine Chapters. With much loss, Badab falls, but Lugft Huron and some 200 of the Astral Claws escape, taking refuge in the Maelstrom of Ultima Segmentum. There, they change their name to the Red Corsairs and become dreaded pirate raiders. Huron adopts the title of Blackheart and continues to recruit more renegades to join him.

907.M41
Green Infestations

Ork Waaagh! activity rises throughout all five segmentums of the Imperium, forcing the Novamarines, Raptors and Howling Griffons to be redeployed away from the Badab War to counter the growing greenskin threat.

913.M41
Knowledge Unbound

Disciples of the Chaos Sorcerer Ahriman sack the Librarium on Jollana.

920.M41
Loss of the Faithful

Eldar pirates attack the advance escort of a fleet of Black Ships as they exit Warp space in the Thanos system. Destroying three frigates and capturing the troopship *Emperor's Faithful*, the pirates quickly disappear, taking with them a vast complement of Imperial Guard and Imperial Navy personnel. As a result, the fleet of Black Ships is left vulnerable and is picked off one by one in further raids.

925.M41
The World Engine

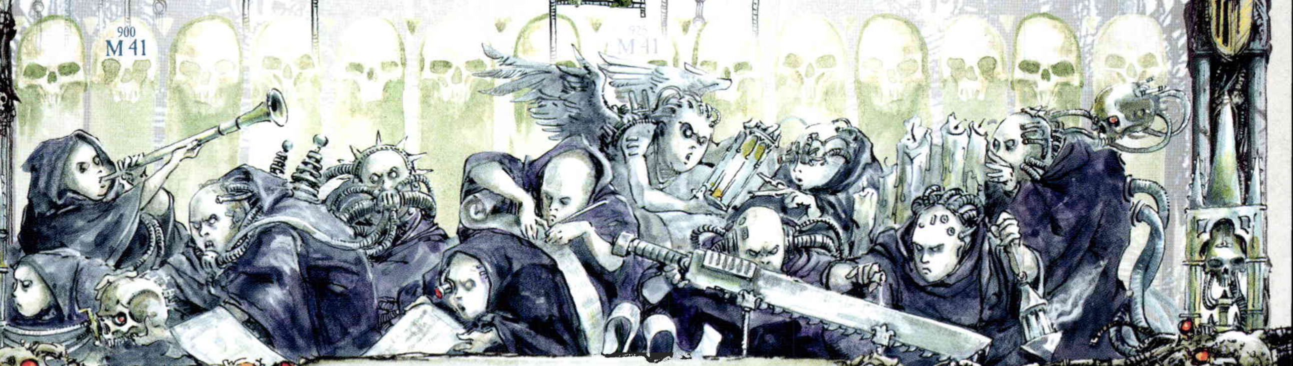
The Necron World Engine is revealed as the architect of destruction of the Vidar sector. It is finally destroyed, thanks chiefly to the sacrifice made by the Astral Knights Chapter.

926.M41
The Vaxhallian Genocide

In less than a month, Chaos renegades, known as the Purge, slaughter over fourteen billion Imperial citizens and claim the planet Vaxhall as their own. The world had served as an Astropath relay hub and as a fortress-planet, buttress of the Herakles system.

937.M41
Hunt for the Red Corsairs

Inquisitor Pranix leads five companies of Space Wolves and units of the Cadian 301st and Tallarn 14th in an attempt to reclaim the nine Hollow Worlds from the vile clutches of Huron Blackheart and the traitorous Red Corsairs. The Imperium's forces are stunned to see how quickly the Red Corsairs have expanded and how vast their renegade and piratical empire has grown.



941.M41
Second War for Armageddon

The largest and most powerful Ork in millennia, Warlord Ghazghkull Mag Uruk Thraka, leads a vast Waaagh! that, after much rampaging, meets its match upon Armageddon, a planet vitally important to the Imperium. The Orks are defeated only by the stubbornness of the defenders, the combined might of three Space Marine Chapters and the legendary heroics of Commissar Yarrick. Ghazghkull escapes and vows to return one day.

963.M41
The Dormant Awaken

An Ultramarines force clashes with a Tau fleet for control of the cursed planet of Malbede. The conflict awakens Necron tombs hidden beneath that blasted rock, and so overwhelming is the attack launched by the metal warriors that only a union between the Tau and the Ultramarines prevents them both from being destroyed. In the wake of a hasty retreat, Marneus Calgar initiates Exterminatus on Malbede, but generously allows the Tau to evacuate beforehand. The planet's destruction sets off a brief flicker of unknown energy on dozens of planets throughout the system. It is feared that more Tomb Worlds are awakening.

969.M41
New Plague Rising

The *Blade of Eternity* is once again sighted, this time near the Cando system. As it is approached, the ship is mysteriously replaced by the plagueship *Terminus Est*. The Zombie Plague sweeps across the system. Infected refugees carry the foulness far and wide.

973.M41
Dark Dreams

A violent Warp storm troubles the dreams of men – for those more psychically aware, the storms prove catastrophic. Nightmares crack the barrier, slaying many psykers and creating rifts between the Immaterium and reality. Although brief, thousands of Daemonic incursions cause untold damage and many dark seeds of corruption are planted.

975.M41
Desolation of Skarbrand

The Bloodthirster Skarbrand materialises on the Cadian fortress-planet of Lutoris Epsilon. His berserk rage infects all he surveys, and soon the fortifications are drenched in blood as the Guardsmen turn upon each other in crazed bloodlust. Lutoris has since been considered cursed and is currently classified as quarantined.

976.M41
Ryza War Zone

A massive Ork invasion smashes into the western sector of Segmentum Ultima. Waaagh! Grax is denied taking the forge world, but the surrounding worlds suffer great destruction.

989.M41
Fall of Rynn's World

Waaagh! Snagrod rampages across the Loki sector, culminating in an assault on Rynn's World that leaves the Crimson Fists Chapter nearly wiped out. They vow to rebuild.

992.M41
Creed Triumphant

Eldar forces attack Cadian holdings on Aurent, only to be utterly defeated through the inspired tactical genius of Ursarkar Creed.

993.M41
Ichar IV – Defeat of Hive Fleet Kraken

The Ultramarines quash a rebellion on the industrial world of Ichar IV, only to find themselves at the forefront of a desperate defence against Hive Fleet Kraken. Two Space Marine Chapters – the Scythes of the Emperor and the Lamenters – are all but wiped out and hundreds of Imperial worlds are lost to the Tyranids before the incursion can be blunted. Simultaneously, another tendril of the same Hive Fleet ravages the Eldar Craftworld Iyanden.

138997.M41
Return of the Great Devourer

The twin tendrils of Hive Fleet Leviathan strike at the underbelly of the Imperium, cutting a swathe of destruction through Segmentums Tempestus, Ultima and Solar, beginning what is sometimes referred to as the Third Tyrannic War.

221997.M41
Piscina IV – The Storm of Vengeance

Piscina IV is invaded by Orks under the joint leadership of Ghazghkull Thraka and Bad Moons warboss, Nazdreg. Orkish teleportation is used in a surprise attack and only the stout defence commanded by Master Belial, of the Dark Angels, and the timely arrival of reinforcements ends the Ork threat. Although the victory is great, several Imperial Commanders, including Master Belial, feel that Ghazghkull might have further tricks up his sleeve.

950
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509997.M41
LEVIATHAN BLUNTED

Elements of the Ultramarines and Mortifactors Space Marine Chapters make a stand against one spur of Hive Fleet Leviathan on the world of Tarsis Ultra. The defenders defeat this tendril with a biological plague, but the remainder of the enormous Hive Fleet rampages on unabated.

601997.M41
DISASTER AT GOLGOTHA

Ghazghkull Thraka comes face to face with his old nemesis, Commissar Yarrick, on the battlefields of Golgotha. Yarrick is captured but ultimately released as Warlord Ghazghkull is planning to invade Armageddon once more and wants to ensure a good fight. Greenskins flock to Ghazghkull in ever-increasing numbers.

977997.M41
AUDACIOUS EXPANSION

The small but growing Tau Empire begins a third phase of expansion. They forcibly capture half a dozen more Imperial worlds on the Eastern Fringe and several more bow down willingly before their Greater Good.

757998.M41
THE THIRD WAR FOR ARMAGEDDON

Ghazghkull returns to Armageddon at the head of a new, even greater Waaagh! Ghazghkull has further perfected the teleportation that he experimented with on Piscina IV and begins the campaign with devastating victories. Imperial Commanders, having learnt from the previous encounter, commit massive amounts of troops and quickly send out the call for nearby Space Marine Chapters and further reinforcements. Several months into the battle of attrition, Ghazghkull grows bored with the grinding stalemate and leaves his minions to finish the fight while he sets off to conquer surrounding planets.

718999.M41
ENEMY VERSUS ENEMY

Hive Fleet Leviathan invades the Ork empire in the Octarius system. War between Tyranids and greenskins rages on with no signs of stopping. Imperial scout patrols keep a close eye, for should a victor emerge, there are precious few forces of the Imperium on hand to counter whichever foe should rise out of the sector-wide bloodbath.

884999.M41
DARK VENGEANCE

The Dark Angels 5th Company battles elements of the Crimson Slaughter for control of the Hellfire Stone. The Nephilim sector trembles as the hated foes clash...

975999.M41
THE LIGHT GROWS DIM

The light of the Astronomican grows dimmer; contact is lost with Ultima Macharia and is intermittent on Macragge and Cypra Mundi. Some theorise this is due to delays and losses amongst the Black Ships, others point to signs of impending doom.

978999.M41
FLEET BASE ASSAILED

Dark Eldar raiders cripple the massive Imperial Navy moorings at Bakka, leaving many star systems vulnerable to attack.

980999.M41
THE MAELSTROM THREAT

The Red Corsairs launch a major raid from out of the Maelstrom, bringing the Chogoris, Kaelas and Sessec systems under siege. Rumours report Huron Blackheart has grown his group of renegades as large as the Space Marine Legions of old. It is an awesome amount of power to wield.

982999.M41
THE GREAT AWAKENING

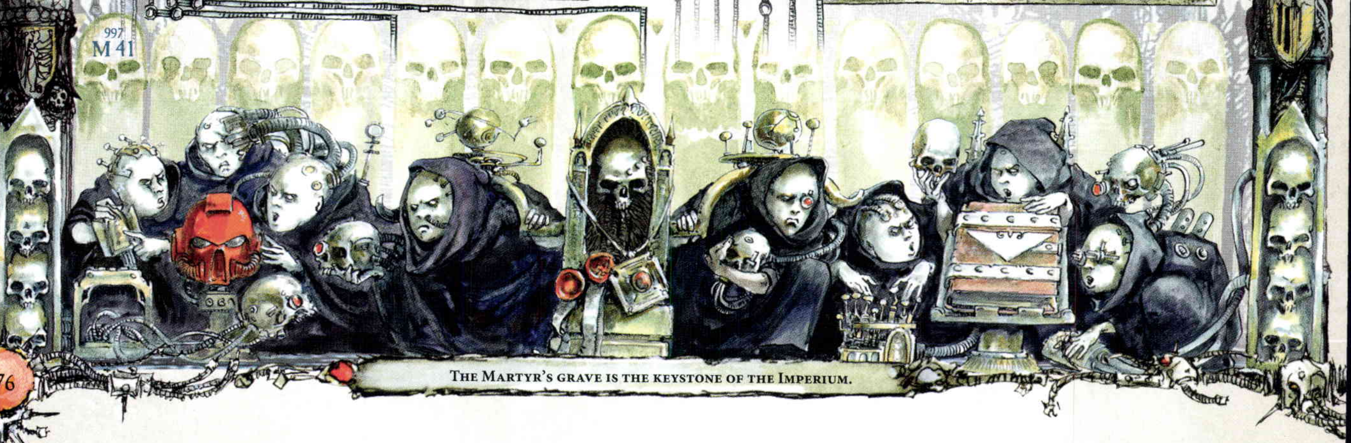
A ripple of psychic activity passes through the Imperium, awakening the dormant powers of countless latent psykers. The resulting backlash creates innumerable Warp rifts and a thousand worlds are lost, hopelessly embroiled in Daemonic incursions.

986999.M41
THE GOLDEN THRONE

Tech-Priests of the Adeptus Mechanicus discover growing failures in the mechanisms of the Golden Throne. They are deemed beyond any current ability to repair.

987999.M41
A BURIED MENACE

Necrons rise to strike the Cypra Segentus system – the first recorded Necron attacks within 2,000 light years of Terra.



THE MARTYR'S GRAVE IS THE KEYSTONE OF THE IMPERIUM.

989999.M41
The Liberation of Lagan – War of the Rising Sons

The Ultramarines 3rd Company liberate the Lagan system from the Tau Empire. Even while they do so, several key planets of the neighbouring Dolmac system capitulate to Tau ambassadors.

990999.M41
Devastation of the Octarius Belt

Eldar from the Biel-Tan and Saim-Hann Craftworlds devastate many worlds surrounding the Octarius system with the intent of denying crucial biological resources to Hive Fleet Leviathan. Many are Ork-held planets, but quite a few are colonised by the Imperium. The loss of life is substantial, as is the loss of tithes that the planets would have paid to Emperor.

992999.M41
Night of a Thousand Rebellions.

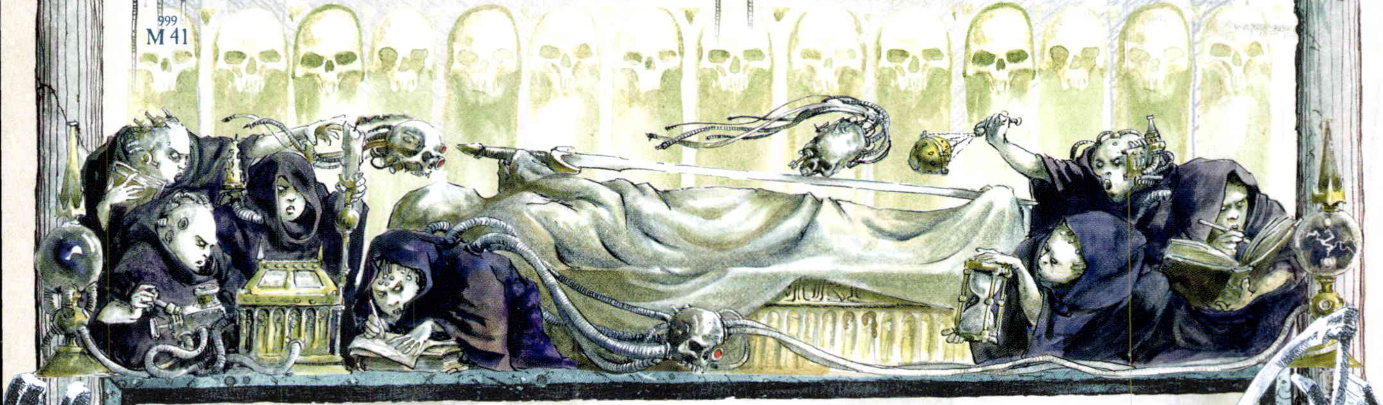
Uprisings and discord strike countless planets across the Imperium. Unrest races like wildfire, consuming many outlying planets, but also supposedly secure worlds like Enceladus, Darkhold, and Minisotira. Even the home world of the Lions Defiant Space Marine Chapter is lost to anarchy caused by secret cults and frenetic agitators. Contact is lost with large swathes of Segmentum Pacificus.

993999.M41
Messages of the Dead

Wave after wave of pleas for help flood at once from all across the galaxy, though there is only an eerie silence from Segmentum Pacificus. So powerful is the influx, so overbearing is the psychic current, that the Adeptus Astra Telepathica suffers serious personnel losses amongst their Astropaths. Whole choirs collapse at once, driven mad or slain outright, their minds bursting. Vast breakdowns of communications ensue, increasing both anarchy and panic as the endless psychic screams for help echo across time and space.

995999.M41
The 13th Black Crusade

Warmaster Abaddon launches his 13th Black Crusade. The armies of Chaos invade Cadia and many surrounding worlds. The forces of the Chaos Gods read like a roll call from epic battles from down the ages. Always in the vanguard are the Black Legion, followed by the Death Guard, World Eaters, Alpha Legion, Thousand Sons, Night Lords and others from the annals of the blackest days. Legions and renegade Chapters of Space Marines long thought extinct renew their assaults on the Imperium of Man. Before them run infected, plague-ridden cultists, deranged mutants and traitorous scum in numbers too great to count. Behind them tower Daemon Princes, Daemon hosts and other Warp creatures eager for slaughter. Astropaths everywhere cringe to open their minds to receive messages, for the Warp rings with mind-splitting peals, possibly the sound of the myriad tears ripping in the barrier between the material world and the Warp, or perhaps it is the laughter of Dark Gods.



Battles rage across the stars and the fate of Mankind, of the entire galaxy, hangs in the balance. From massive conflagrations that dominate entire star systems to raids on outposts drifting in the depths of space, the Imperium is beset like never before. Strange are the strands of fate and none can foresee their ending. Even the Emperor knew, at the end, that there would come a blank time, a time when prescient vision failed and Mankind lay on the razor's edge between salvation and endless oblivion.

Yet in that blankness lies Mankind's only hope. A small strike force races to save a planetary governor from a gruesome death at the hands of Chaos-supported rebels. His life or death alone might be the difference between an entire hive falling to rebellion; the course of that single hive might dictate whether a planet is consumed by Daemonic incursion or fiery Exterminatus. The removal of a single keystone can have dire ramifications for the arch, and unknown consequences can result from events that seem the most insignificant. So does the loss of a single planet send systems to ruin, in turn toppling whole sectors, sending quakes propelling through the segmentums, those colossal structures which support the teetering edifice that is the Imperium itself. Despite the massive scale of Mankind's empire, on a spider's thread hangs the balance.

Can the coming blows be parried? Which of the many threats brandish the deathblow, the assault from which there will be no recovery? Where to send the reinforcements, if any can be found? Who will rise up to save Mankind? How much can be borne? Beneath a vaulted dome, ancient with antiquity, unbearably heavy with the weight of history, the Lords of Terra face harsh decisions. A vast holo-map of the galaxy blinks with a million emergency warnings. There is no time to plan, there is no space to think. No respite. No forgiveness. There is only war.

FORCES OF THE IMPERIUM

'The galaxy echoes with the clash of their weapons and the thunder of their mighty guns.'

Over ten thousand years of constant warfare has honed Mankind's military might, for the galaxy is a hostile place and only by force of arms is the Imperium held together. It is an age of war and only the strong and the ruthless can hope to survive. Out amongst the stars there can be no mercy, no weakness and no respite from the unending war for survival.

Backed by the weight of over a million worlds, the Imperium can draw upon a vast military institution deployed amongst the segmentums and arranged in a variety of organisations. Some of these, such as the stalwart Imperial Guard or the legendary Space Marines, are generally known, their efforts lauded and praised by the common man. Others, such as the shadowy Officio Assassinorum or the Ordo Malleus, are wholly unknown. Their existence is only guessed at by a small percentage of those in the upper echelons, but their role is no less vital than the others. Though myriad and diverse, the forces of the Imperium all work towards ensuring Mankind's continued survival in a galaxy full of perils using their own equipment, techniques and strategies. Each branch is independent, functioning on its own to carry out its duties, but for large battles, the forces of the Imperium often find cause to work in conjunction with each other.

For the most massive conflagrations, such as defending against the Chaos invasions known as the Black Crusades or the ongoing wars raging in the Antioch sector, representatives of all of Mankind's military institutions join the fray. A planetary defence force holds the line until it can give way to the colossal might of the Imperial Guard, whose soldiers and tanks seek first to stabilise a front and then piledrive the foe into submission. In addition to ferrying the infantry to and from war zones, the Imperial Navy supplies orbital bombardments and fleet after fleet of atmospheric aircraft. Fighter craft, such as the Thunderbolt, arrive in waves to dominate the skies of a planet before launching Marauder heavy bombers to soften up the foes on the ground for the infantry. Into the thickest of the fighting are hurled Space Marine strike forces; they streak in to devastate key enemy positions, slay powerful leaders or capture key terrain features – their targets are left in smoking ruin. Then the Adeptus Astartes are quickly off again, deploying elsewhere for another rapid strike that rips the heart and soul out of the Imperium's foes. In the most sprawling of conflicts, the Titan Legions are also deployed, their world-shaking firepower reserved for the most impregnable of fortresses and the direst of enemies. Fanatical shock troops, the Sisters of Battle mercilessly purge any who would deny the Emperor's true way, while unseen and unheard Imperial Assassins ply their deadly craft. Where the denizens of the Warp are involved, the mysterious Grey Knights might turn up to a fray and, always, the intricate webs of the Inquisition are everywhere, their agents watching everything.

To coordinate such diverse forces upon linked battlefields that might stretch across whole star systems or sub-sectors, it is typical for the Imperium to assign a supreme commander to direct the various branches. If given the opportunity of time, foresight and planning, such assignments can be made by the High Lords of Terra themselves, allowing them to appoint an officer carrying the right mix of strategic acumen and fighting fury. However, given the nature of warfare, communication and space travel in the 41st Millennium, many war zones blossom in anarchic madness and different Imperial elements arrive pell-mell into hellish conditions. In such cases, an overall commander is typically selected through impromptu war councils, meetings between the different military offices on location to decide tactics and battle plans. It might seem obvious to simply take the highest ranking officer in the

ORDOS OF THE INQUISITION

The Inquisition is divided into many different factions each known as an Ordos, each specialising in combating a particular threat to Mankind. The Ordo Malleus, known internally as Daemonhunters, stalk all creatures of Chaos and the Warp. The Grey Knights work closely with this branch to overcome those daemonic incursions that cannot be prevented. The Ordo Xenos are alien hunters who combat non-human elements and their influence within the galaxy. When a fighting force is needed, the Ordo Xenos often calls upon the Deathwatch, xenos-hunting specialists made up, as need arises, of Space Marines drawn from various Chapters. The role of the Ordo Hereticus is that of witch hunting, dealing with psykers, mutants, and traitors within the Imperium itself. As this task takes the Inquisitors amongst the ranks of Imperial institutions, the Ordo keeps close ties with the Sisters of Battle, whose zeal and particular hatred of heretics make them firm allies to the Inquisition when humanity must be protected from itself. Though there are other Ordos, these are the largest and most active, and the differing branches are often so focused on their own affairs that they are unaware of the means and methods of the other divisions. Even within an Ordo, the range of missions and techniques can vary widely and many threats are complex, containing elements under the purview of more than one Inquisitorial branch. While cooperation is the ideal solution, Inquisitors are not a trusting lot. There is no shortage of internal strife between and among Ordos, as attempts to safeguard mankind collide and disagreements regarding methodology erupt into new accusations and sometimes war.

battle zone, but this in itself can be confusing – each of the different branches has their own hierarchical and naming nuances, meaning that it is difficult to compare like to like. For instance, it is possible to equate a Lord Admiral of the Imperial Navy to a Lord Commander of the Imperial Guard, but the vast ranks of the Imperial Guard also use titles of Lord Marshall, Lord Castellan, Lord Margrave, Captain-General, Kriegking and more. In such a far-flung and disparate empire, there are any number of variant hierarchical orders and comparing them in the heat of battle has been known to cause catastrophic delays.

Where there is equal or unfathomable hierarchy, seniority and length of military service is often used to determine from which branch of service the overall commander will be selected. If the Space Marines are involved, this always gives their officers a chance take control. With their genetically enhanced bodies, Space Marines live extended lifetimes – if they do not fall in battle, they can easily live two to three times longer than a normal man, and sometimes far longer. Even in an age of constant warfare there are few amongst the defenders of the Imperium who can claim to have seen even a small portion of the battles won by veteran Space Marine Captains or the illustrious Chapter Masters. However, as the role of overall commander in an ongoing campaign or crusade isn't often one of front-line fighting, many Space Marines leave the coordinating, supply and reinforcement-haranguing role to others, preferring instead to take a command on the battlefield itself where their tactical acumen and fighting prowess can win the day more directly.

In the midst of disasters during the Second Armageddon War, Lord Commander Dante, Chapter Master of the Blood Angels Chapter of Space Marines, was lauded after he arrived and claimed the role of overall force commander by dint of his rank and battle record. Commander Dante is said to be 1100 standard Terran years of age and his vast service record of victories fills entire libraries with material. It was Commander Dante, along with Commissar Yarrick, who rallied members of the Imperial Guard, Space Marines, Titan Legions and countless others in the defence of the embroiled planet against the relentless advances of the Orks.

Despite the advantage of experience that Space Marines undoubtedly carry, one of the most famous campaign leaders of the last millennium was an Imperial Guard officer – perhaps the greatest of them. This man eventually became known as Lord Commander Solar Macharius, the Chief Military Commander of the Segmentum Solar and a member of the High Lords of Terra. One of humanity's leading military minds, Lord Solar Macharius drove a coalition of Imperial forces with astonishing success and speed across the stars, clearing vast swathes of territory in the name of the Emperor. Not since the days of the Great Crusade itself had a man gained so much territory for the Imperium, and all in the span of seven years.

Throughout the Imperium's tumultuous history, however, not all instances of combined forces have ended in harmonious victory. The stakes for such highly acclaimed positions are high both in the prizes of victory and the cost of defeat. Many petty disputes and claims against honour have been made, as old grudges, needless races to steal glory, or simple miscommunications have caused many a disastrous setback for the Imperium. It is said that when Chapter Master Stibor Laezaerek of the Fire Hawks, the most senior officer present, was passed over in favour of Lugft Huron, the Chapter Master of the Astral Claws, for command of the Lycanthos Drift Campaign, it set in motion not just a lifelong grudge between the two factions, but the seeds of doom for both Space Marine Chapters. Similarly, the short-lived Donubus Crusade was brought about by feuding Lord Commanders and, even after their lethal duel, the entire border between their segmentums was plunged into civil war for three centuries. The crown of command does not sit lightly on those who preside over such monumental forces.

TEMPLES OF THE ASSASSINORUM

The Imperium's secretive agency of trained killers consists of many different Assassinorum temples. Each specialises in honing the skills of their charges in a specific murderous art or in tracking and eliminating specific types of targets. Of the four largest temples, a Vindicare Assassin is trained in marksmanship, able to hit targets at great distances with utmost precision. Agents of the Callidus Temple use every manner of deception to inveigle their way into the heart of enemy institutions and power structures. Once there, the element of surprise and close proximity they have achieved allows them to strike when their target is most vulnerable. Eversors are not nearly so subtle; their genetically modified bodies are sent into chemically induced states of violent rage, meaning they tend to be unleashed on groups rather than aimed at particular individuals. Culexus Assassins, by far the rarest, are chosen from those few individuals who possess the Pariah gene, making them null-entities in the Warp. This ability, coupled with refined training and equipment, makes them uniquely qualified to take out psykers.

Smaller temples, of lesser renown, also ply their trade across the galaxy's war zones (the poison experts of the Venenum Temple or the intelligence gatherers of the Vanus Temple, for example) and only a handful of individuals know the actual number and nature of all of the Assassinorum's enclaves. Their locations, training methods and targets are kept so secret that, even internally, members of one temple are unaware of the status of the others. This has more than once seen multiple Assassins sent after the same mark, sometimes resulting in deadly, but largely unseen, competitions amongst agents from different temples. This is no bad thing, however, as in the unpredictable theatre of war that is the 41st Millennium, ensuring the enemy is eliminated sometimes means taking a variety of different approaches; where one Assassin may find the way closed to them, another might see deadly opportunity.

SPACE MARINES

The blood and sinew of legendary heroes, forged anew for an age of war.

Like Angels of Death, the superhuman Space Marines sweep into battle as if from nowhere, shattering their foe in a blaze of fire and death before leaving as abruptly as they came. The foremost of humanity's defenders, the Space Marines are revered across the Imperium. Their glorious deeds are venerated with shrines and monuments on civilised worlds, and they are treated as gods of battle on primitive planets. Although held in awe as Mankind's saviours, Space Marines inspire more fear than wonderment. They have always stood apart from those they protect, and of all the Imperium's servants, they are the most fell-handed. They are death bringers, the deliverers of the Emperor's merciless judgement. Their sudden appearance speaks of calamity, and for Imperial citizens to catch a glimpse of a single Space Marine, even at a great distance, is a dire portent and most likely one of the last things they will ever see.

Space Marines are the most powerful of the Imperium's warriors and they are expected to accomplish almost impossible battlefield duties, lead vital assaults, confront the most horrendous of foes and hold their positions no matter how hopeless the odds. Though their numbers are not great, they are sufficient for any task. Space Marines are masters of the lightning assault, though they embrace any role required to achieve victory; they were made for war, trained for victory and are armed for battle. They have given up their very humanity, nobly sacrificing that very thing they are duty bound to defend.

Space Marines are organised into independent armies, called Chapters, of which there are roughly one thousand spread throughout the galaxy. Each Chapter has its own fleet, heraldic uniforms and distinct identity. All Space Marines in a Chapter belong to its warrior cult, in some cases following practices and traditions that date back to the earliest days of the Emperor's reign. Space Marines of the same Chapter are therefore spiritual brothers as well as brothers-at-arms, and this dual existence, physical and spiritual, is what forges Space Marines into such dedicated warriors. Most Chapters operate from a Chapter Planet – a world within the Imperium governed by the Space Marines who maintain a base there and exempt from the ordinary tithes to the Administratum. Others are not planet bound, their base being a vast fleet, an asteroid or a space station.

Like all legends, there is a mythology woven around the Space Marines, and the line between fact and fabrication is often blurred. This is no surprise, as the Space Marines were created at the very dawn of the Imperium's history, by the Emperor himself. Some of the most storied Chapters can trace their history directly back to that time, members of the fabled First Founding, when Space Marines were organised as vast Legions. Since the discovery of traitors in their midst and revelations about increasing numbers of mutations amidst some Chapters, many organisational changes have been enacted.

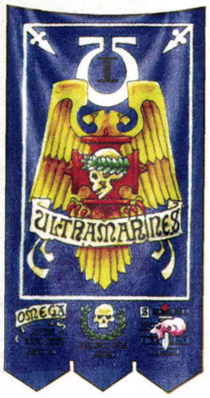
FOUNDING CHAPTERS

The genetically-tailored progenoid gland that is implanted into every Space Marine aspirant's body is descended directly from one of the Emperor's masterworks – the Primarchs. In a very real sense, the blood of the Primarchs still flows through the veins of newly-created Space Marines some ten thousand years later. However, there have been times when gene-seed has been used to create entirely new Chapters of Space Marines – a ritual known as a Founding. Often, these 'successor' Chapters will maintain nuances or regalia from their progenitor Chapter, although this is not always so. Much history has been lost or overwritten, especially during the Age of Apostasy, making it hard to ascertain with accuracy the details of all of the Foundings – when Chapters were created, which gene-seed was used, or exactly how many were completed. What is known is that the most recent Founding was the twenty-sixth and that more than half of the Chapters in existence today are descended from the Ultramarines Chapter.

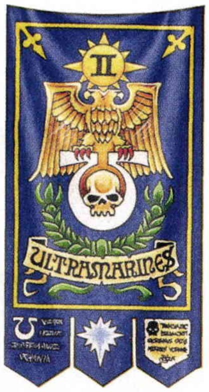
LEGION	**PRIMARCH**	**WORLD**	**KNOWN SUCCESSOR CHAPTERS**
Dark Angels	Lion El'Jonson	Caliban	Angels of Absolution, Angels of Redemption, Angels of Vengeance
~~All Records Expunged From Library Order~~			~~Origination Unknown~~
Emperor's Children	Fulgrim	Chemos	Excommunicate Traitoris
Iron Warriors	Perturabo	Olympia	Excommunicate Traitoris
White Scars	Jaghatai Khan	Mundus Planus	Marauders, Rampagers, Destroyers, Storm Lords
Space Wolves	Leman Russ	Fenris	Wolf Brothers
Imperial Fists	Rogal Dorn	Terra	Black Templars, Crimson Fists, Soul Drinkers
Night Lords	Konrad Curze	Nostramo	Excommunicate Traitoris
Blood Angels	Sanguinius	Baal	Angels Encarmine, Angels Sanguine, Angels Vermilion, Blood Drinkers, Flesh Tearers
Iron Hands	Ferrus Manus	Medusa	Red Talons, Brazen Claws
~~All Records Expunged From Library Order~~			~~Origination Unknown~~
World Eaters	Angron	No Record	Excommunicate Traitoris
Ultramarines	Roboute Guilliman	Macragge	Novamarines, Patriarchs of Ulixis, White Consuls, Black Consuls, Libators, Inceptors, Praetors of Orpheus, Genesis Chapter, Doom Eagles, Silver Eagles, Eagle Warriors, Mortifactors, Aurora Chapter, Silver Skulls
Death Guard	Mortarion	Barbarus	Excommunicate Traitoris
Thousand Sons	Magnus the Red	Prospero	Excommunicate Traitoris
Luna Wolves	Horus	Cthonia	Excommunicate Traitoris
Word Bearers	Lorgar	Colchis	Excommunicate Traitoris
Salamanders	Vulkan	Nocturne	None Known
Raven Guard	Corax	Deliverance	Black Guard, Revilers, Raptors
Alpha Legion	Alpharius	No Record	Excommunicate Traitoris

LEGION:	Name of Legion when founded.
PRIMARCH:	Name of Primarch from which Legion allegedly drew its gene-seed.
WORLD:	Where Legion was based.

KNOWN SUCCESSOR CHAPTERS: Chapters named in Apocrypha of Davio [M33].
EXCOMMUNICATE TRAITORIS: Those Legions who turned during the Great Heresy as reported in the Grimoire Hereticus [M35]


I
ULTRAMARINES
OMEGA

Warriors of Ultramar
(1st Company)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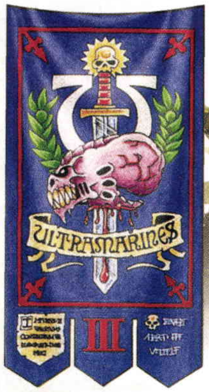
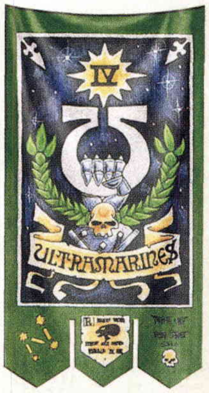
ULTRAMARINES

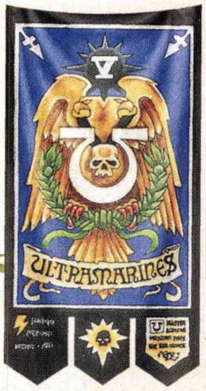
Guardians of the Temple
(2nd Company)


ULTRAMARINES
III

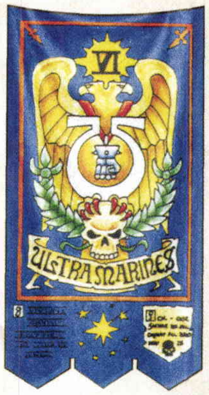
Scourge of the Xenos
(3rd Company)


IV
ULTRAMARINES

Defenders of Ultramar
(4th Company)


V
ULTRAMARINES

Wardens of the Eastern Fringe
(5th Company)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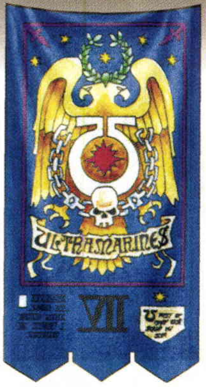
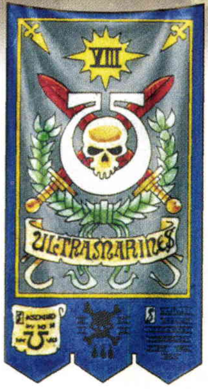
ULTRAMARINES

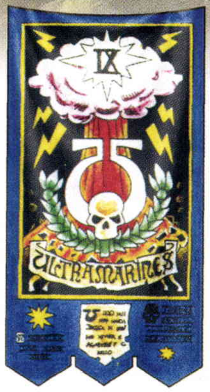
(6th Company)


ULTRAMARINES
VII

Defenders of Caeserean
(7th Company)


VIII
ULTRAMARINES

The Honourblades
(8th Company)


IX
ULTRAMARINES

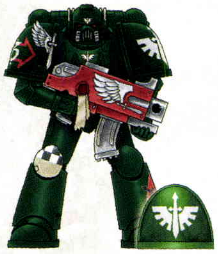
Stormbringers
(9th Company)

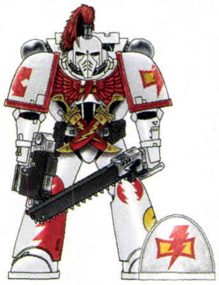
What is the terror of death?
That we die, our work incomplete.

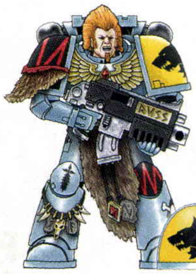
What is the joy of life?
To die knowing our task is done.

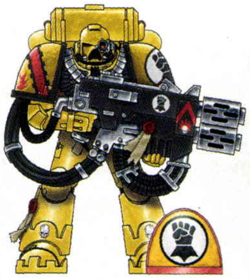
We stand at the crossroad
of Annihilation and
Glorious Destiny;
Only the Emperor can
decide the path we take.

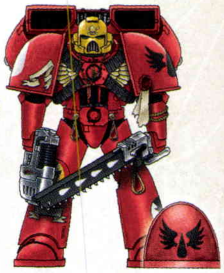
FIRST FOUNDING – PROGENITORS

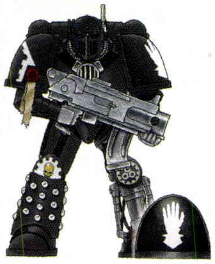

Dark Angels

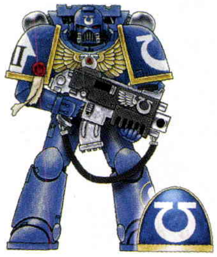

White Scars

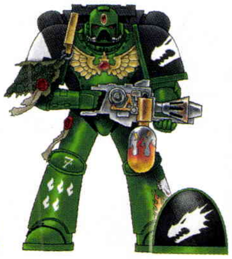

Space Wolves

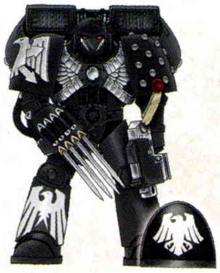

Imperial Fists


Blood Angels

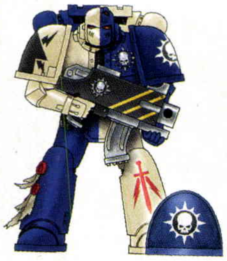

Iron Hands

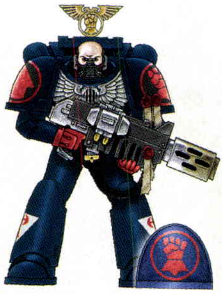

Ultramarines

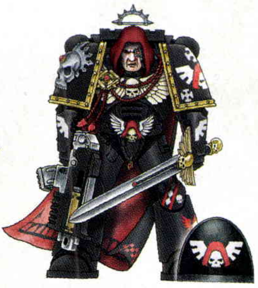

Salamanders

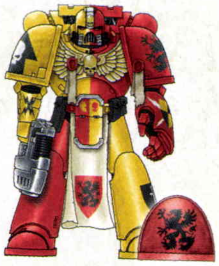

Raven Guard

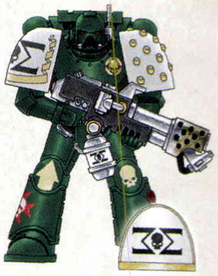
SUCCESSOR CHAPTERS

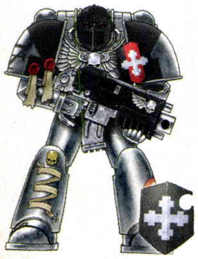

Novamarines

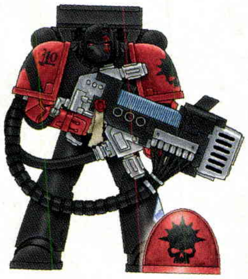

Crimson Fists

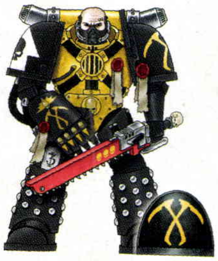

Angels of Vengeance

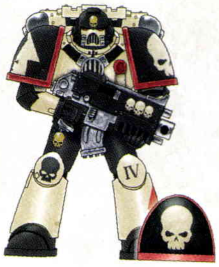

Howling Griffons

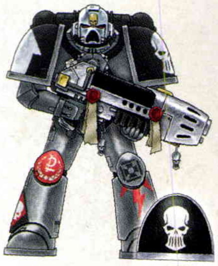

Guardians of Celeres


Iron Knights

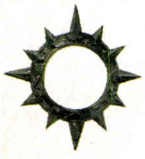

Marines Exemplar

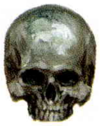

Scythes of the Emperor

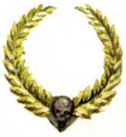

Mortifactors

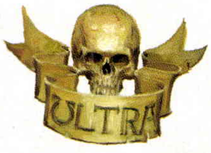

Silver Skulls

HONOUR BADGES

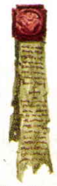

The Iron Halo

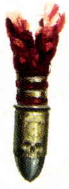

The Iron Skull

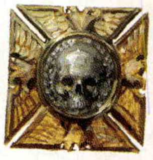

Imperial Laurel



Skull and Motto


Purity
Seal


The Marksman's
Honour


The Crux
Terminatus

THE PRIMARCHS

The Emperor unlocked the secrets of life, using his foresight and genius to unravel the mysterious energies of the Warp and refashion them to his purposes. He had long experimented with genetically improved human warriors, but his greatest creations were twenty supreme beings whose powers equalled, and in some cases exceeded, his own. With these super-beings, these Primarchs, he would unite Mankind and reclaim the galaxy, but the Emperor's plan was known to the Chaos Gods. The servants of the Ruinous Powers stole the foetal superhumans, casting them adrift in the Warp.

All was not lost, for the Emperor used imprints of his beloved Primarchs to create the first Space Marines, Legions ten thousand strong made from each, an act that was to be known as the First Founding. Leading the mighty Space Marines himself, the Emperor began his Great Crusade – epic wars that reclaimed world after world in the name of Mankind. During those battles, each Legion was reunited with its Primarch, almost indestructible warriors that could scatter entire armies. In the end, it was the Primarchs, leading the first Space Marine Legions, that effectively created the Imperium as it is today.

However, Chaos had somehow tainted some of the Primarchs, leaving them with weaknesses and flaws. It was Horus, Primarch of the Luna Wolves, who would lead the great revolt, although many of his brethren followed. The story of those battles is told elsewhere, but in the end, only six Primarchs survived the Horus Heresy. The remainder were slain in the fighting or fled with their traitorous Legions into the Eye of Terror, where some still exist today, eternally damned to serve the foul gods of Chaos. The surviving Space Marines Primarchs helped rebuild the Imperium.

Although long-lived, the Primarchs were not immortal, but it is hard to ascertain fact from the legends that surround such god-like beings. Certainly, each spearheaded a host of victories and heroic deeds across the galaxy, leaving behind innumerable deeds of mythic proportion. Who knows if Leman Russ, Primarch of the Space Wolves, really did best a Cyclopean Draxbeast single-handedly? And if Ferrus Manus didn't forge the Iron Pyramids of Medusa, then who did?

One by one, they disappear from the annals of history, the last of their kind reputedly disappearing by M32. Whether the many extraordinary, and sometimes contradictory, accounts told about the Primarchs hold any truth or are just apocryphal tales, they are preserved in the lore of each Space Marine Chapter. Others are still remembered on the Primarchs' adopted home planets. Today, the Primarchs are worshipped as gods, and pilgrimages are made along the trails they blazed across the stars, often ending at tombs or great memorials, places of ancient history that hold revered relics of their bones or wargear. Many still insist that their Primarchs will arise again, in the Imperium's direst need, for a final battle.

ULTRAMARINES

Defenders of Ultramar, First Amongst Equals.

The Ultramarines are an exemplary Chapter – arguably the purest, noblest and most honoured of their legendary kind. From the fledgling days of the Imperium, when they liberated more planets during the Great Crusade than any other Legion, to more recently, when they alone held the foe at bay at the beginning of the Tyrannic Wars, the Ultramarines have covered themselves in glory.

It was the Ultramarines' Primarch, Roboute Guilliman, who established the Codex Astartes, the tome that laid the foundation for the Space Marine Chapters. Due to their storied success and stable gene-seed, they have served as progenitor for more successor Chapters than any other.

BLOOD ANGELS

The Sons of Sanguinius, the Angelic Host.

Created during the First Founding, the Blood Angels are one of the oldest and proudest of all Space Marine Chapters. They are well known for their bloodthirsty zeal, favouring close combat and the use of jump packs, and for their unceasing quest for perfection – from the flawless execution of a battle plan to the aesthetics of their wargear. Yet for all their nobility, the Blood Angels are deeply marred. Since the death of their winged Primarch, Sanguinius, the Blood Angels have been haunted by a curse that drives them to death and madness. Although feared and mistrusted by those they protect, the Blood Angels continue to smash the Imperium's foes, compiling a battle history second to none.

DARK ANGELS

The Unforgiven, Hunters of the Fallen.

The Dark Angels were the first Legion created by the Emperor. Theirs is a mysterious and proud Chapter, their every action steeped in secretive traditions and rituals. What is known about the Dark Angels is that time and again they have stubbornly stood their ground against overwhelming odds until they eventually emerge victorious. Despite a history full of such heroics, they are viewed suspiciously by many in the Imperium, who claim that the Dark Angels follow their own clandestine agenda. Such allegations are never answered – or even acknowledged – the Dark Angels remain silent and brooding.

The organisation of the Dark Angels differs from the practices laid out by the Codex Astartes. This is most notable in their first and second companies – elite formations known internally as the Deathwing and the Ravenwing.

SPACE WOLVES

The Sons of Russ, Warriors of Fenris.

The Space Wolves are a fiercely independent Chapter of Space Marines that has served the Imperium with distinction since the First Founding. Courageous to the extreme, each Space Wolf strives to perform great deeds on the battlefield worthy of song. Made feral in thought and appearance by the genetic heritage of their legendary Primarch, Leman Russ, the Space Wolves revel in their unorthodox nature. They have little patience for fawning religious rites or strict adherence to any code, preferring to follow the warrior-traditions from their savage homeworld of Fenris. Despite their long and excellent service, the only known successor Chapter of the Space Wolves was the ill-fated Wolf Brothers.

IMPERIAL FISTS

Defenders of Dorn, Golden Avengers.

The Imperial Fists have earned battle honours against every major alien race and have been instrumental in holding the Imperium together through some of its bleakest times. Like all Space Marines, the Imperial Fists can execute any aspect of warfare, though, they are known as particular experts at both besieging and defending fortresses. This has brought them into combat with their arch rivals, the renegade Iron Warriors, many times.

Rogal Dorn, the Primarch of the Imperial Fists, was tasked by the Emperor to design the defences of the Imperial Palace on Terra, and one of the Chapter's finest hours was defending it during the Horus Heresy.

GREY KNIGHTS

The Incorruptible, The Chamber Militant of the Ordo Malleus.

Amongst the elite brotherhood of Space Marines, there exists a Chapter destined to stand apart from their battle brothers, for it is their sworn duty to fight Chaos in its most terrible form.

The Grey Knights act as the military arm of the Ordo Malleus, the Daemonhunters who form the oldest branch of the Inquisition. Founded on an order from the Emperor himself, each Grey Knight is a potent psyker, pure of heart and just of cause. This is essential, for in their battles they confront the most horrible of Daemons wherever the Warp fiends appear. Privy to the darkest secrets of Mankind and armed with deadly Nemesis Force weapons and the most advanced gear in the Imperium, the Grey Knights are the ultimate counter to the Warp-spawned minions of the Ruinous Powers.

IMPERIAL GUARD

The unnumbered, the unstoppable, the hammer of the Emperor.

The Imperial Guard is Mankind's primary and most numerous defence. With soldiers, battle tanks and artillery beyond number, they are the sledgehammer force that, though slow to deploy, delivers a devastating payload when its cumbersome blows land. Soldiers of the Imperial Guard are men, not gene-enhanced superhumans. They fight not with the most finely crafted armaments in the galaxy, but with the weapons and armour that can be cheaply and easily mass-produced. They are the largest coherent fighting force in the galaxy, able to move massed regiments and armoured vehicles across the segmentums to join any fray. As many foes of the Imperium have learned, the courage and sacrifice shown by the numberless ranks of the Imperial Guard combined with the sheer hell-storm of firepower they unleash, can sweep any battleground of foes, leaving only smoking craters and wet stains.

The Imperial Guard is divided into innumerable armies, which can be found scattered throughout the galaxy guarding particularly vital planets and heavily concentrated into war zones where great battles rage across entire star systems. At need, the vast deposits of manpower are shifted to where the fighting is fiercest and behind them comes an unending train of reinforcements. Immense transport ships unload fresh armies all the time, delivering more grist for the gods of battle. The vast size of the Imperial Guard is some indication of the scale of Mankind's constant struggle, for hostile xenos races are everywhere, an unending threat. Sedition too, is a constant drain, for who knows which planetary governor will be prepared to risk war to further his own personal fortunes, or where dark cults will rise up to lead citizens astray? Yet whatever the threat – xenos, traitors and Warp-spawned horrors alike – all shall be crushed beneath the pummelling power of the Imperial Guard.

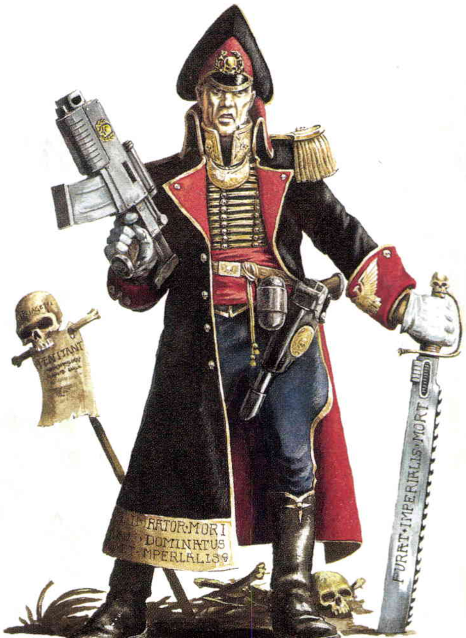
RECRUITMENT

As part of their annual tithe, planetary governors are required to send a percentage of the fighting force raised on their planet to the Imperium. These soldiers are formed into regiments of the Imperial Guard, typically identified by the name of their home world and a number. For instance, the Rastarian 437th were the four hundred and thirty-seventh regiment taken from the planet Rastar. As recruitment is ongoing, it is not uncommon for a regiment's number to be recycled following its destruction. On proud martial planets, this is a ceremonious event with much fanfare, flag raising and rituals passing over old relics and ancient military traditions. On most planets, however, the recycling of regimental numbers is overlooked out of sheer ignorance of the past, or perhaps grimly accepted by the number's new inheritors as yet another bit of back luck.

Methods of how manpower is raised differ vastly from world to world. For instance, some planets are obliged to send the best of their planetary defence force – a planet-bound army under command of the planetary governor that is used to see off pirates, quell unrest and hold out until stronger forces arrive. Other planets, however, might draft entire generations, press hive gangs into service, or offer an escape from planet-wide factories to age-qualifying citizens. On some worlds, it is an honour to join the Imperial Guard, with troops literally fighting it out for the distinction of making the tithe numbers, while the rulers of other planets might see the tithe as a chance to off-load convicts and the other dregs of their society. These regiments will vary in size from a few hundred to hundreds of thousands. Regardless of who they are or where they are from, the Imperial Guard ships them to a posting, often providing training in transit. Most recruits never leave their own home world before this and have no idea where they are headed, potentially being deposited anywhere across the galaxy where one of the endless wars is being fought.

COMMISSARS

Commissars are political officers in the Imperial Guard whose duty it is to maintain the morale, discipline and fighting spirit of their assigned regiment by any means possible. They are grim authoritarian figures who punish cowardice and incompetence, typically doing so with well-aimed shots from their bolt pistols. Unlike individual regiments that are levied from their home worlds, commissars are raised in the Schola Progenium. There they are trained to a high level in military tactics, weapons proficiency, and on all matters concerning the Imperial Creed. It is their blind devotion to the cause and the inability to see the men they join with any compassion that allows them to maintain an unwavering and resolute code of honour. This fanaticism can inspire the men who serve with a commissar, allowing them to perform battlefield feats beyond what is rationally possible.



THE WEAPONS OF WAR

When the Imperial Guard go to war, they do so organised into regiments. Each of these regiments is largely uniform in composition, meaning an infantry regiment (the most common type of formation) will be made up primarily of foot soldiers, with little in the way of heavy artillery or armour. Likewise, an artillery regiment will be composed of little else, made up entirely of great serried batteries of big guns and other long ranged weaponry, but it will contain little, if any, infantry.

If an Imperial Guard regiment were forced into battle individually, it would struggle, for each homogenous force is vulnerable without support. For instance, infantry by themselves can be smashed by armoured foes, while tanks alone are poor at holding ground, finding themselves prone to ambush, especially in areas of dense terrain. Such is the immense size of the forces deployed by the Imperial Guard, however, that the idea of lone regiments is preposterous. An Imperial Guard army is composed of many regiments and a wise Commander General will marshal his myriad divisions to fight as a combined arms force – drawing men and vehicles from different regiments as suits the needs of the battlefront.

Within the mighty arsenal of an Imperial Commander at the head of a large war zone are a staggering number of war machines and armoured vehicles. Should he so choose, he can deploy entire armoured regiments – clanking mechanical armies whose firepower can topple Titans, or ordnance formations that are capable of flattening whole hive cities. The largest of Imperial Guard armies might even contain regiments of super-heavy tanks – colossal tracked vehicles, each of which contains as much destructive capability as entire companies of other troops. Assembling and moving such regiments is cumbersome at best, however, the resulting onslaught they produce is almost always worth the logistical issues.

Despite the prodigious battle tanks and thunderous artillery of the Imperial Guard, it is most often the common soldiers that win the battle. Rising up from trenches, manning firing lines, or advancing in waves, the cruel truth about manpower in the Imperial Guard is that it is the cheapest currency in the Imperium. Commanders spend the lives of their men for the smallest of goals, committing to appalling numbers of casualties to attain the least gain of ground, or merely to appease the upper chain of command's desire for an offensive.

The Imperial Guard can afford huge losses, expending the lives of their men more carelessly than it does ammunition. During the Third War for Armageddon, whole tank regiments were thrown into the fray unsupported, merely as a diversion, a delaying tactic to allow proper battle formations to be established further behind the front lines. So many Catachan regiments were fed into the meat grinder known as the Damocles Gulf Crusade that the xenos munitions couldn't keep up – they were literally running out of fuel, bullets, and rechargeable power sources.

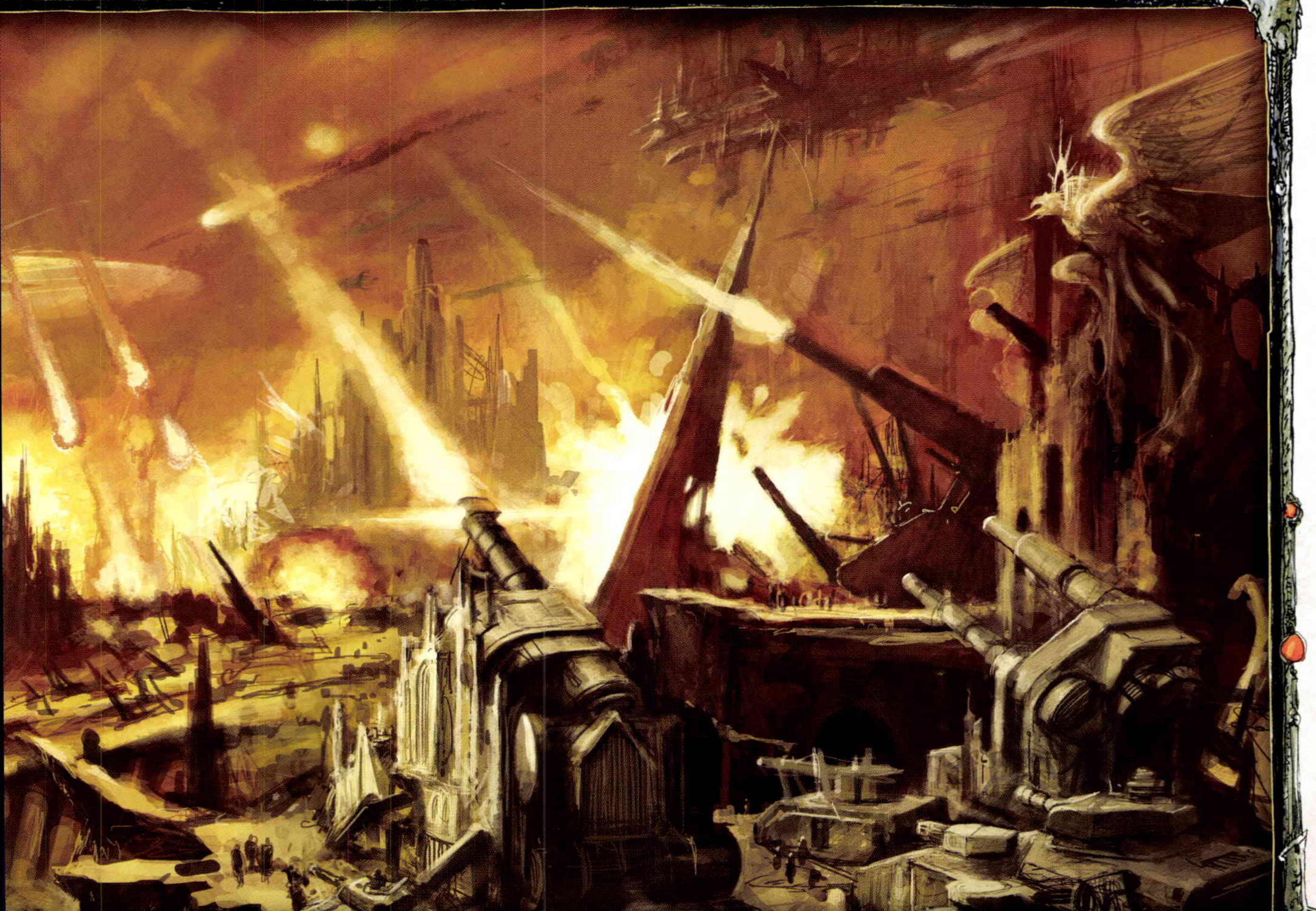
The Imperial Guard way of war is not subtle, but it is effective, for the overwhelming pressure it creates; the application of extreme force into a single strategic point achieves victories – bloody ones, costly ones, but triumphs nonetheless. It is a ponderous way of fighting, and can take years, decades, or even longer to amass the forces necessary to hold the foe in place and then to inexorably demolish them. The cost of such victories is high, but it is a price the Imperium is willing to pay. For across the entire galaxy, they have not yet met their match, crushing smaller empires beneath them, defeating all who dare confront them in ongoing wars of attrition.

IMPERIAL GUARD REGIMENTS

Imperial Guard regiments come from a range of different planets and their native cultures, styles of dress, technological backgrounds and warrior traditions differ accordingly. Although many customs are strange or barbarous, such as taking scalps as trophies or marking territory with fearsome symbols, they are all accepted by the Imperium; such rituals bond the troops and kindle their battle-spirit.

Due to the size of war zones, the vagaries of Warp travel and the needs of recruiting, it is not unusual for radically different regiments of Imperial Guard to be thrown side by side into a battle. Savage soldiers from feral worlds might be flanked by forces recruited from hive city gangs on one side and horse-riding warriors from steppe worlds on the other; the officers ensure the men save their fighting for the enemy. In addition, the Imperial Guard has been known to use abhumans, human-descended creatures whose appearance and mental capacities are quite distinct from their ancestors. For instance, Ogryns are thickly muscled and nearly twice as tall as a man from Terra, but their thinking abilities are greatly reduced.

Despite the great variance in troops, the wargear they are issued is standardised, although different manufacturing planets may instil minor or cosmetic differences. The weapons employed by the Imperial Guard are deliberately straightforward and durable so that even the most backwards members of the human race can wield and maintain them with a minimum of training.



THE ARMAGEDDON WARS

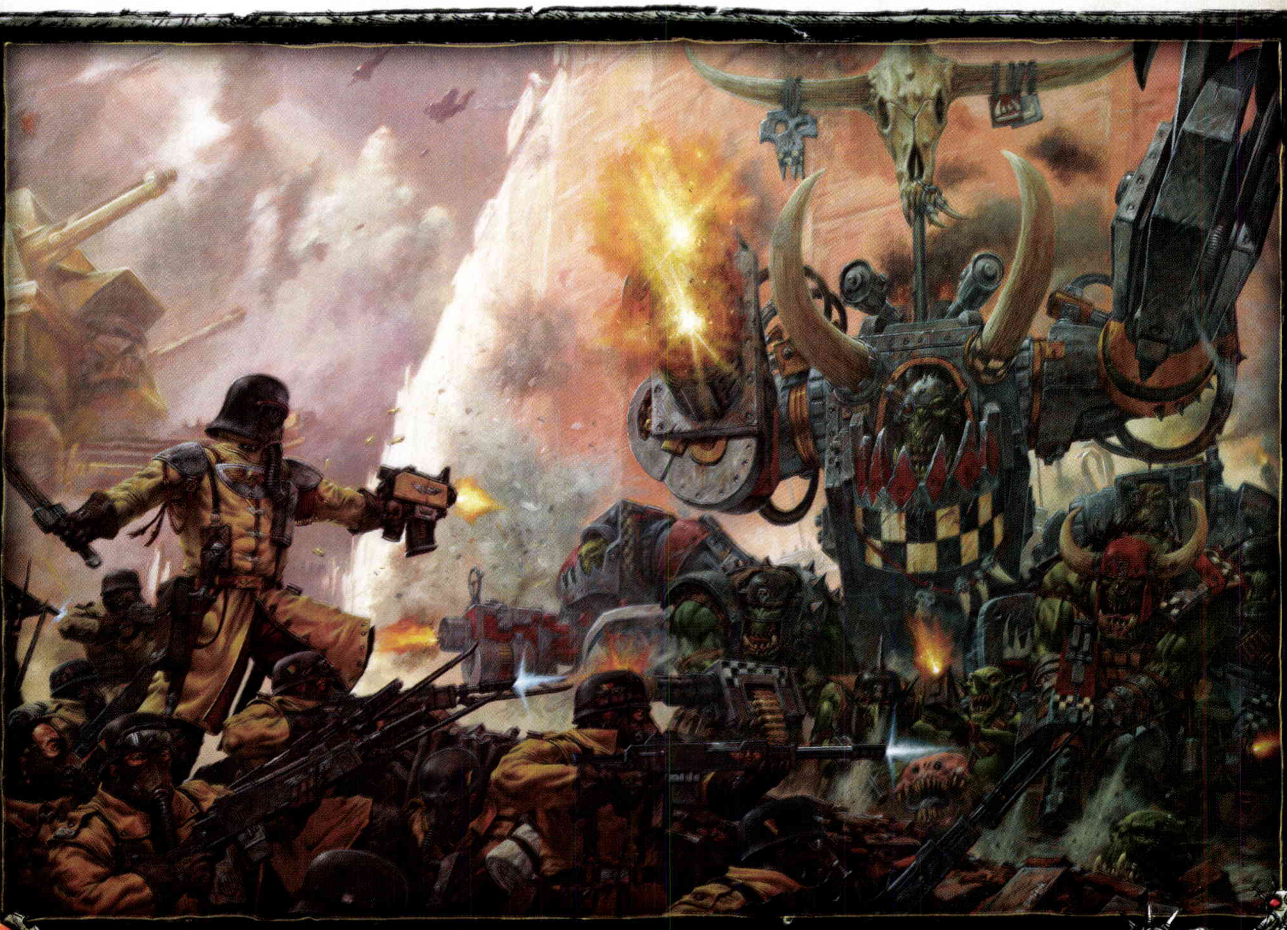
The planet Armageddon, lynchpin of the Armageddon sector, is a polluted wasteland of industrial ash and metal. It is a vital node at the centre of one of the Imperium's key navigational channels and its sprawling munitions factories and busy hives supply tanks and arms to thousands of Imperial Guard regiments across the segmentum.

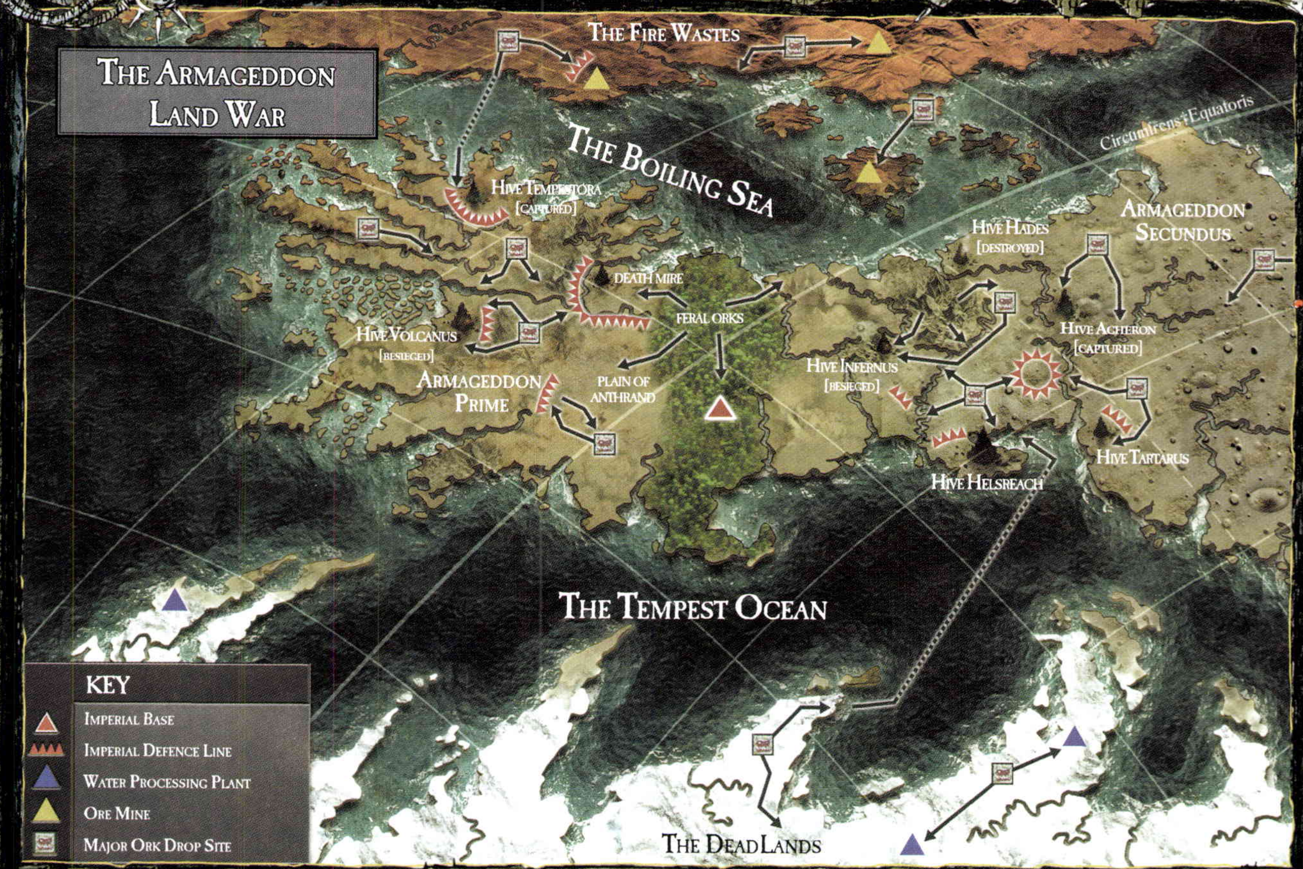
Armageddon is a world riven by war. In recent memory alone, it has been attacked by Angron, Daemon Primarch of the World Eaters Legion, and then twice by the greatest living Ork Warboss in the galaxy, Ghazghkull Mag Uruk Thraka. Battle still rages on and around Armageddon, for the last Ork invasion is ongoing.

The current bloodbath began when Ork Roks – space-borne mountain-fortresses infested with Orks and their war machines, crashed into the ash wastes. Hades Hive, that heroic site of Ghazghkull's previous defeat, was utterly crushed by orbital bombardments and redirected asteroids. Soon, the planet's surface resounded with battle as Titans duelled with mighty Gargants, while hordes of greenskins swept against the Imperial defences.

Once more, Commissar Yarrick of the Imperial Guard led the resistance, the Old Man of Armageddon forged the Imperial forces into an unstoppable machine of iron and steel. On the dust-ridden plains, vast tank armies smashed upon each other, while in the ruins of colossal hives, the combatants hurled themselves at each other with savage ferocity.

The massive planet is still embroiled in battle on a thousand different fronts. While both sides can claim many victories, none can gain the upper hand for long. Frustrated by the standstill, Ghazghkull, has left his sub-bosses in command and gone off to attack the surrounding planets, hoping to draw off Armageddon's reinforcements. Seeking a final confrontation with his age-old foe, Commissar Yarrick, accompanied by High Marshal Helbrecht of the Black Templars, has followed after the most powerful Ork in the galaxy, hoping to bring his head back as a trophy. Meanwhile, the war on Armageddon continues to rage, a meat-grinder battle that is as unrelenting as it is vicious.





FORCE DISPOSITIONS IN THE THIRD ARMAGEDDON WAR

LEGIONES ASTARTES

Angels of Fire	7 Companies
Angels of Redemption	4 Companies
Angels of Vigilance	6 Companies
Angels Porphyr	8 Companies
Black Dragons	9 Companies
Black Templars	3 Crusades
Blood Angels	1 Company
Celebrants	10 Companies
Celestial Lions	10 Companies
Exorcists	10 Companies
Flesh Tearers	5 Companies
Iron Champions	7 Companies
Marines Malevolent	2 Companies
Mortifactors	10 Companies
Omega Marines	9 Companies
Raptors	5 Companies
Relictors	10 Companies
Salamanders	6 Companies
Silver Skulls	7 Companies
Sons of Guilliman	6 Companies
Space Wolves	5 Gt. Companies
Storm Giants	5 Companies
Storm Lords	2 Brotherhoods
White Scars	3 Brotherhoods

ORDO XENOS

Kill Teams	2

ADEPTA SORORITAS

Order of Our Martyred Lady	Equiv. 3 Companies
Order of the Argent Shroud	Equiv. 7 Companies

ADEPTUS MECHANICUS

Centurio Ordinatus	4 Ordinatus
Legio Crucius	Demi-Legio
Legio Ignatum	Legio
Legio Invigilata	Legio
Legio Magna	Quarto-Legio
Legio Metalica	Demi-Legio
Legio Tempestor	Legio
Legio Victorum	Legio
Skitarii	14 Regiments

OFFICIO ASSASSINORUM

Agents	Classified in formation

OFFICIO SABATORUM

Agents	34

IMPERIAL GUARD

Arm. Ash Waste Militia	5 Regiments
Arm. Command Guard	5 Companies
Arm. Hive Militia	120 Regiments
Arm. Ork Hunters	5 Regiments
Arm. Steel Legion	25 Regiments
Arphista Penal Legion	1 Legion
Asgardian Rangers	2 Regiments
Cadian Shock Troops	15 Regiments
Catachan Jungle Fighters	3 Regiments
Death Korps of Krieg	5 Regiments
Elysian Drop Troops	14 Squadrons
Jopall Indentured Sqdns	17 Battalions
Krourk Ogryn Auxilia	2 Regiments
Minervan Tank Legions	3 Legions
Monglor Ogryn Auxilia	1 Regiment
Mordian Iron Guard	6 Regiments
Noctan Strike Forces	6 Regiments
Ocanon Phalanx Troops	11 Regiments
Pyran Dragoons	10 Regiments
Savlar Chem-dogs	6 Regiments
Savlar Chem-riders	2 Regiments
Semtexian Bombardiers	9 Batteries
Storm Troopers	18 Companies
Zouvan Skirmishers	4 Brigades

DEPARTMENTO MUNITORUM

Engineer Corps	2
Pioneer Corps	1

ADEPTUS ARBITES

Precincts	20
Punitive Battalions	12

TEMPLARS PSYKOLOGIS

Disruption Squads	15

IMPERIAL FLEET

His Will	Apocalypse class Battleship
Triumph	Apocalypse class Battleship
Inomine Veritas	Emperor class Battleship
Green Lake	Oberon class Battleship
First Line Cruiser Squadrons	6
Second Line Cruiser Squadrons	9
Light Cruiser Squadrons	12
Escort Squadrons	36
Bomber Strike Wings	43
Interceptor Strike Wings	67
Space Marine Battle barges	14
Space Marine Strike Cruisers	103
Thunderhawk Gunships	numbers unknown

ARMAGEDDON SECUNDUS

Forces of the Ork Warlord
Ghazghkull Mag Uruk Thraka

Great Overlord Ghazghkull's War Horde
(Estimated 400 warbands, 18 Gargants)

Warlord Morfang's Gargant Big Mob.
(Estimated 6 warbands, 7 Gargants)

Warlord Skarfang's Gargant Big Mob
(Estimated 3 warbands, 6 Gargants)

Warlord Burzuruk's Gargant Big Mob
(Estimated 4 warbands, 9 Gargants)

Warlord Kroksnik's Deth Traks
(Estimated 4 warbands, 32 Battle Fortresses)

Blackskull Tribe
(Estimated 30 warbands, 3 Gargants)

Crooked Moon Tribe
(Estimated 21 warbands, 5 Gargants)

Red Fin Tribe
(Estimated 30 warbands, 4 Gargants)

Red Wheelz Speed Freeks
(Estimated 18 'Speed Kult' warbands)

Burning Death Speed Freeks
(Estimated 25 'Speed Kult' warbands)

Warlord Thugsnik's Big Gunz
(Estimated 6 'artillery' warbands)

Warlord Morbad's Big Gunz
(Estimated 12 'artillery' warbands)

THE FIRE WASTES

Forces of Urgok the Unstoppable

Great Slayer Grimskul's War Horde
(Estimated 60 warbands, 8 Gargants)

Warlord Blagrot's Gargant Big Mob
(Estimated 4 warbands, 3 Gargants)

Warlord Skrag's Gargant Big Mob
(Estimated 2 warbands, 3 Gargants)

Vultures Tribe
(Estimated 16 warbands, 3 Gargants)

Stompers Tribe
(Estimated 11 warbands, 1 Gargant)

Slasherz Speed Freeks
(Estimated 12 'Speed Kult' warbands)

Warlord Rukglum's Big Gunz
(Estimated 11 'artillery' warbands)

ARMAGEDDON PRIME

Forces of the Great Despot of Dregruk

Despot Gazgrim's War Horde
(Estimated 200 warbands, 18 Gargants)

Warlord Thogfang's Gargant Big Mob
(Estimated 3 warbands, 7 Gargants)

Warlord Rukgor's Gargant Big Mob
(Estimated 5 warbands, 6 Gargants)

Warlord Badfang's Battle Forts
(Estimated 3 warbands, 16 Battle Fortresses)

Black Slayers Tribe
(Estimated 30 warbands, 4 Gargants)

Firebellies Tribe
(Estimated 18 warbands, 3 Gargants)

Varga's Drop Legion
(Estimated 24 warbands)

Razor Speed Freeks
(Estimated 21 'Speed Kult' warbands)

Warlord Gorshag's Big Gunz
(Estimated 7 'artillery' warbands)

THE DEAD LANDS

Forces of the Over-Fiend of Octarius

Great Fiend Gorsnik Magash's War Horde
(Estimated 250 warbands,
160 Battle Fortresses)

Warlord Bogsnik's Blitz Brigade
(Estimated 8 warbands, 26 Battle Fortresses)

Warlord Skabsnik's Blitz Brigade
(Estimated 12 warbands, 41 Battle Fortresses)

Black Cloud Speed Freekzs
(Estimated 20 'Speed Kult' warbands)

White Lightning Speed Freeks
(Estimated 31 'Speed Kult' warbands)

ORBITAL SUPPORT

- 12-16 Ork space hulks
- 2-3,500 Fighta-Bommer squadrons
- 2,100+ Ork attack craft
- 80-100 Ork roks
- 250-400 Ork Kroozers

Sisters of Battle

The army of the Ecclesiarchy, the Daughters of the Emperor.

Foremost amongst the warriors of the Ecclesiarchy are the Battle Sisters of the Adepta Sororitas. The troops of this devout Sisterhood are raised from infancy to adore the Emperor of Mankind and to believe in the utter righteousness of their cause. Their fanatical devotion and unwavering purity is a bulwark against corruption, heresy and alien attack, and once battle has been joined, the Sisters of Battle will stop at nothing until their enemies are utterly crushed. Not even death can stay the wrath of the Adepta Sororitas – indeed, the blood of martyrs only strengthens their resolve, spurring the survivors to ever greater acts of heroism in the name of the honoured fallen.

The Adeptus Ministorum is rich in power and holdings, which attracts many enemies. The cardinal worlds of the Ecclesiarchy are as prone to xenos attack as the rest of the Imperium, and the tight grip their organisation holds over the populace has assured them no shortage of internal foes. So the Sisters of Battle, the military arm of the Adeptus Ministorum, has proven essential to their defence. Armed and armoured by the incredible wealth of the monolithic Ecclesiarchy, it is the Sisters of Battle's unquenchable devotion that makes them such a formidable force.

The Adepta Sororitas are divided into several major Orders Militant, the fighting strength of each numbering several thousand warriors. There are also many lesser Sisterhoods comprised of around a few hundred Battle Sisters. An Order's warriors are rarely all together in one place, but are instead commonly spread throughout the galaxy, guarding various shrine worlds and prosecuting Wars of Faith and other battles. Nevertheless, the Sisters of Battle are an elite military force that ranks amongst the Imperium's most fanatical defenders, for their superb training, superior wargear and unshakeable faith can overcome all but the most terrible foes.

The duties of the Adepta Sororitas are many and varied. Every concentration of the Ministorum's power must be defended, and a force of Battle Sisters will be present to guard every shrine and fortress-cathedral in the Imperium, as well as the priceless sacred relics housed within them. The composition of these garrisons may vary from several hundred warriors to guard a reliquary-stronghold to a single Battle Sister maintaining a constant vigil over the bones of a fallen saint. The Adepta Sororitas also provide the protectors of the Ecclesiarchy's priesthood, and they are tasked with providing them with any military support they may need. At the behest of such powerful figures, the Sisters of Battle are called upon to escort hierarchs through war zones, eliminate heretical leaders or launch surgical strikes to recover long-lost artefacts from enemy hands. When the Ecclesiarchy declares a War of Faith, it is the fanatically loyal Sisters of Battle who provide its military might, slaying the Emperor's enemies without mercy or compassion, heedless to the blasphemous protestations of innocence that assail their ears.

When not actively involved in one of the Ecclesiarchy's wars, the Battle Sisters of the Orders Militant divide their time between training and worshipping the Emperor. Indeed, to the Adepta Sororitas, the disciplines are nigh inseparable, for whilst combat drills and studies of battle tactics can hone the body and the mind, only penitent prayer can bolster the spirit, and all three are required to defeat the Imperium's foes. The combination of combat doctrine and prayer is most evident on the battlefield where Battle Sisters loudly proclaim their faith in hymn and verse as they march to war, calling upon the Emperor to aid them in the fight against their enemies. The perfervid, unquestioning nature of this faith is a potent weapon indeed, manifesting as divine inspiration that drives the Sororitas to unprecedented feats of prowess. Sisters of Battle gripped with holy fervour banish worldly fears from their minds, shrug off mortal wounds and summon preternatural strength to smite their foes. Those who witness such battlefield miracles are left in no doubt that the spirit of the Emperor indeed walks with these pious warriors.

Holy Relics

The history of the Ecclesiarchy stretches back to the dawn of the Imperium. During this time, the Adeptus Ministorum has seen many saintly heroes and heroines who have vanquished the foes of the Emperor. Artefacts left behind by these great individuals after their death or disappearance have taken on the status of holy symbols, objects with great power and mystery surrounding them. In the Imperium today, there are many thousands of these relics, some of which are reliably connected with the likes of Saint Constantine of Alamar, Cardinal Gherick and Confessor Dolan. Others have a less certain past, and cynical members of the Inquisition claim that if you put together all the sacred bones of Sebastian Thor that are presently adored throughout the Imperium, the Ecclesiarchy would be shocked to find that its most prominent saint was a many-headed, multi-limbed, triple-jointed giant…

Despite these claims, many cathedrals, temples and shrines house immense reliquaries, and shrine worlds may harbour hundreds of these holy artefacts. Many of these objects are incorporated or fashioned into holy icons known as a Simulacrum Imperialis, which are occasionally bestowed, temporarily, upon a warrior of great purity, faith and dedication. It is considered a great honour to carry one of these revered items into battle, and even if they do not possess mystical powers themselves, the effect that a Simulacrum Imperialis has upon Sisters of Battle can be just as magical. With such a potent icon of faith to follow, the Battle Sisters will hurl themselves into the fray with even more fanatical devotion, finding inspiration in even their darkest hours and overcoming their foes with seemingly superhuman acts of courage and heroism. Likewise, the loss of any of these will see a swift convergence of the faithful, as no effort is spared in securing their retrieval.

THE ALIEN MENACE

'There is no mercy amongst the stars, only an eternity of war.'

Mankind is not the only race to walk among the stars. Since they first travelled beyond their own star system, in the early days of the Age of Technology, Mankind has encountered alien races, most of which have proven hostile. While some xenos exist only on a single planet, other civilisations might occupy a star system and there are a few that are widely spread across the great void of the galaxy. It has never been in Man's nature to share his worlds with aliens, and bloodshed has ever formed the foundation of empire. Sometimes, humans and aliens are forced to fight over inhabitable planets or vital resources; at other times, humans must do battle with the most dangerous types of xenos, whose only aim is to eradicate humanity wherever their paths cross. Down the ages, there have been innumerable wars, planet-wide battles of annihilation and long campaigns of genocide that have stretched over vast distances and eras. Despite this eternal pressure and with a staggering cost of lives and material, Mankind has expanded their realm one planet at a time. Even now, however, the Imperium is beset on all sides by aliens determined to enslave, subvert or destroy humanity.

Many xenos species have been destroyed. The Lacrymoles are gone – the last of their kind wiped out, relentlessly ground away before the end of the Great Crusade. The same can be said of the Vrakk, the Uluméathic League, the Losh, the worm-like Drugh, and others beyond count. Many planets were usurped from xenos races long ago, some during the initial colonisations of the Age of Technology, and now the aliens' very existence on such worlds has been forgotten, their ancient histories lost to the relentless march of time. This explains why great monuments of inhuman design are occasionally unearthed, strange technologies found buried beneath levels of stone and metal, crushed down beneath long ages of human expanse.

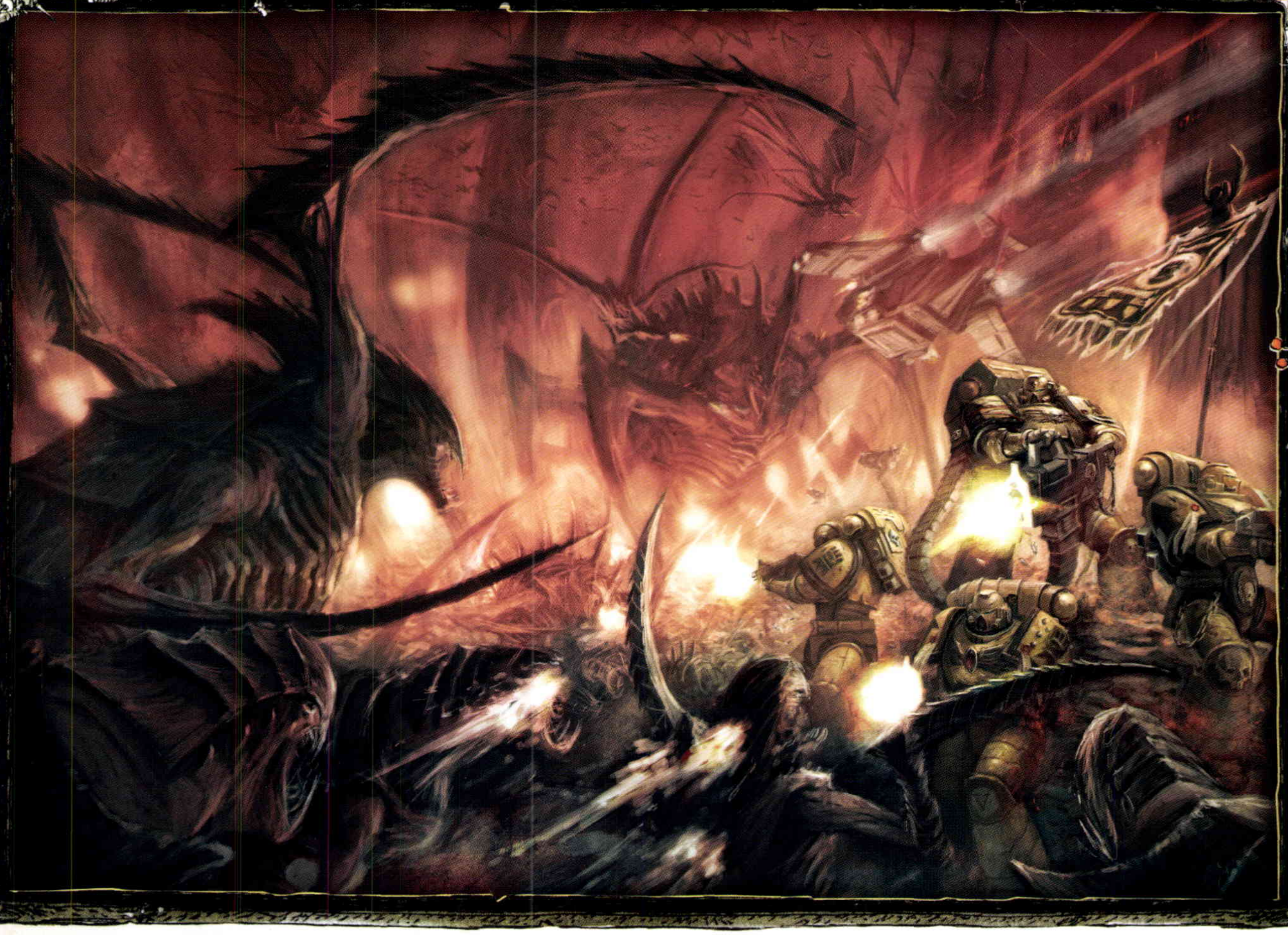
Yet worlds and systems that the Imperium has cleared of xenos find that it is merely a respite. New alien species are discovered in unexplored sectors or found thriving upon nearby planets once deemed lifeless. Other xenos drift into human territory, perhaps expanding their own empires, or seeking to escape an impending threat. Infestations of the foul Hrud, the mind-eating Khrave, and the chitin-covered Thraxians were all discovered in this manner, a fraction of the species haunting the galaxy, but enough to leave their mark on the worlds of the Imperium. The Zygo-warriors of Camgia have kept the Imperium's forces off their planet for over five hundred years and whatever stalks the night world of Kradoss has not yet been identified. Known xenos species often return to planets where they once ruled, attempting to reclaim their lost domains. Some of these alien races are ancient beyond Mankind's reckoning, having built spacefaring ships and plied outer space long before humanity crawled out of the oceans of Terra and evolved. Others are nascent powers, newcomers that have just learned to leave their home planet, extending their grasp into the greater galaxy for the first time. All must be fought tooth and nail, for the Imperium learned long ago that only the strong survive and that no mercy can be found amongst the stars.

ANCESTRAL FOES

Of the galaxy-spanning foes, the Eldar are perhaps the most enigmatic. Mankind's relationship with the Eldar is troubled; sometimes the ancient race acts as an ally, whilst at other times they launch inexplicable strikes against humanity and its holdings. Their technological and societal attainment far outstrips that of the Imperium, yet they are capricious beyond belief, as likely to side with Mankind as they are to inflict murder and devastation upon it. For the moment, the Imperium refrains from direct aggressive action against the Eldar on a wide scale. This is partly because the Eldar are numerically a lesser threat when compared to countless others across the galaxy, and partly because the Eldar are allies almost as often as they are enemies, showing up to battles unbidden and aiding the human cause. However, perhaps the most important reason for the Imperium's lack of effort to assault the Eldar is that bringing the elusive race to battle is far easier said than done. Seemingly able to predict and counter the Imperium's every move, the Eldar fade like shadows before a rising sun, disappearing before any battles they do not wish to fight. The only attack that the Imperium managed to push home onto a craftworld ended with the disaster of Blood Nebula and the loss of an entire sector fleet.

PERILS UNKNOWN

In the darkest depths of the galaxy, alien races slither and dart, climb, swim and drift upon nebulous clouds, burrow deep into the psyches of humanity. The galaxy is full of countless creatures, the majority of which are capable of great acts of terror and destruction. Many of these are xenos species that care nothing for civilisation or empire, monsters that wish only to prey on the unwary. Countless such abominations have been encountered and tales of the ferocity of creatures like the Clawed Fiend, the crystalline Dracolith, the dread Ambull or the Catachan Devil have spread across the galaxy. These horrors and more haunt the stars, lurk hidden beneath planets' surfaces, or stalk otherworldly climes, awaiting only an opportunity to feed upon Mankind and to destroy his works. Vigilance and intolerance are humanity's safeguards against such multitudinous threats.



Scourge of the galaxy and long-standing enemy of Mankind, the Orks are a green skinned and brutish race. They are an all-pervasive threat that recurrently pops out of nowhere to launch overwhelming assaults upon the Imperium. Planets that suffered devastating Ork invasions in the past can be cleared and considered safe for a span of many generations only to find that, once again, the Ork menace has grown upon their planet, often multiplying quickly in some neglected corner of the world. There is only one thing to do when an strong Ork infestation is discovered, and that is to prepare for war. Orks are an ultra-violent race that cannot be bargained with. They do not wage war for territory, wealth or glory – they fight for the joy of battle itself.

Like the Imperium, Orks also use the Warp for travel, yet having no Navigators or Astronomican to guide them, they have little to no steering. While such slapdash movements often prevent coordinated attacks and the easy mustering of widespread forces, the absolute randomness of their exit points from Warp travel means that armadas of ramshackle Ork fleets can suddenly, and with no warning, appear in any sector of space. The number of times massive Ork invasions have swept unlooked-for out of what was once considered secure territory is beyond count. The Imperium learned long ago that the best way to confront the Orks is to do so head on and early, for once their armies gain momentum, they can quickly spiral out in waves of destruction.

NEW THREATS

Both Orks and Eldar are ancestral foes that have assaulted humanity since the dark Age of Technology. Yet there are many other xenos that besiege humanity, some of whom have only more recently encountered Mankind amid the star-strewn pathways of the galaxy. Every year, listening stations, outposts and Explorator fleets discover more new life forms. Some of the xenos discovered are peaceful, ensuring they are easily subjugated or, if troops are readily available and the situation dictates, mercilessly exterminated. So it has always been, and of these minor or inconsequential races, little more need be mentioned. There are other aliens throughout the galaxy, however, whose existences have proven much more problematic for the Imperium.

Although known by only a few inside the Imperium, it is increasingly obvious that the Necrons have once again begun to stir. During the long ages of human exploration, the Necrons were unknown, or at best, thought to be extinct – an elder race whose galaxy-spanning empire had long turned to dust before Mankind journeyed away from Holy Terra. Yet the Necrons exist still, lying dormant and undetected within their Tomb Worlds. But now, their mechanical bodies once more awaken from stasis slumber, and looking out upon a galaxy they once dominated, they do not like what they see.

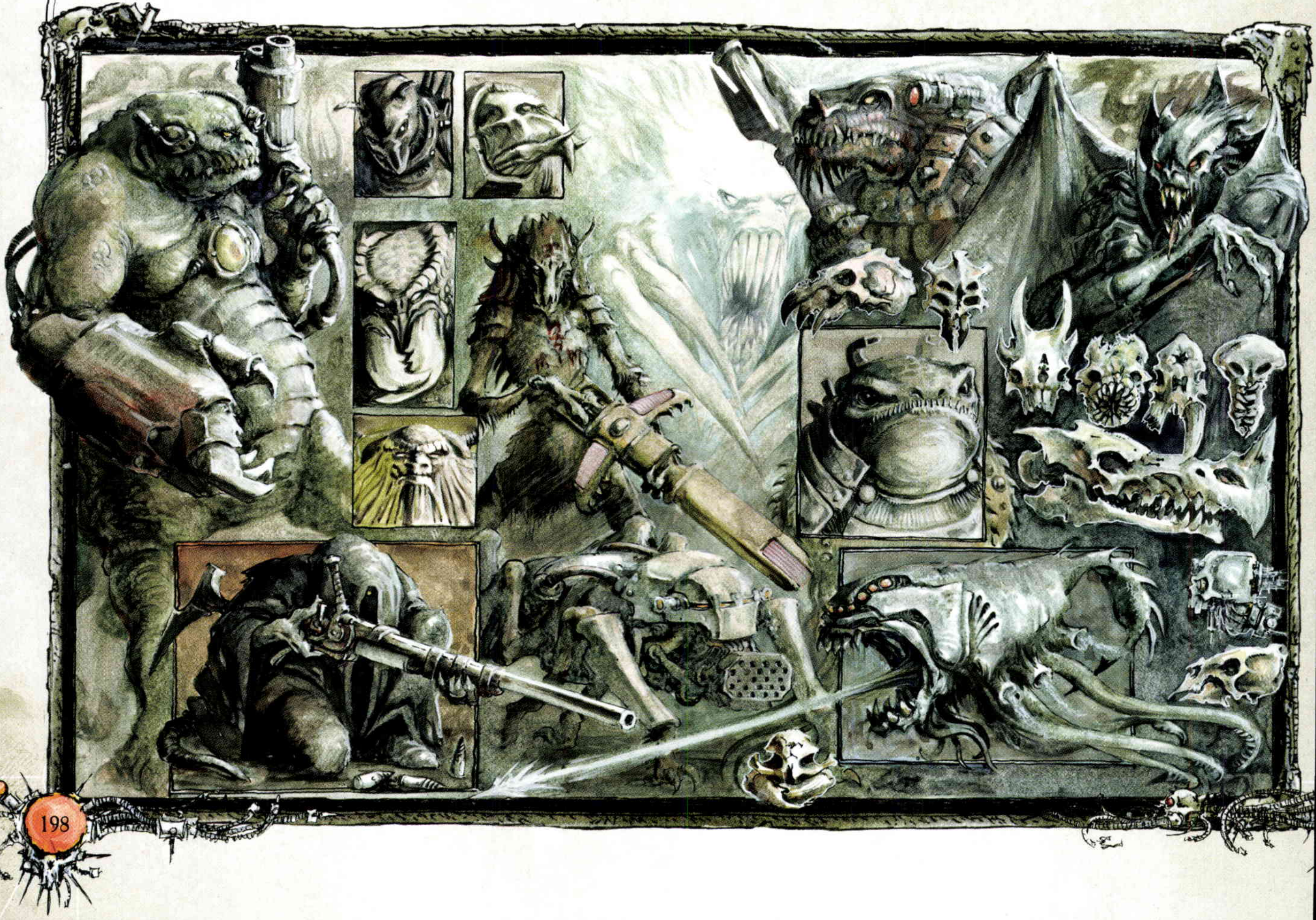
In the last few hundred years, several major new races have been discovered in the far east of the galaxy. The Tau are emblematic of these ambitious races that do not tremble before the Imperium, for they are a vital people whose fledgling empire is growing at an alarming rate. With advanced technology and a drive for expansion, the Tau have colonised several star systems on the Eastern Fringe, audaciously absorbing a small number of Imperial worlds. Further to the east, and more dangerous still, lurks a more horrific threat. The monstrosities known as the Tyranids arrive in Hive Fleets that descend upon worlds, unleashing scythe-limbed beasts that think and kill as one. The Tyranids devour everything in their path, leaving behind barren orbs picked clean of anything that lives. Even worse, the Tyranids seem to grow stronger with each battle.

Throughout the galaxy, the enemies of humanity gather their strength, preparing themselves for the apocalypse they know is coming. Individually, few of these threats could ever hope to challenge humanity's dominance of the galaxy, but all together, they are a formidable menace – here picking on the fringes like jackals, elsewhere massing for a mighty invasion. The effort to contain the xenos and take back worlds lost to their predations drains the Imperium, diverting military strength, disrupting tithes and shaking Mankind's faith. Each human planet, often far removed from help, is left alone, waiting for the blow to fall, looking out from the ramparts of their world into a galaxy full of dread.

THE VIRTUE OF INTOLERANCE

Much of the Imperium, led by the religious fervour of the Adeptus Ministorum, believe in the extermination of all aliens, even those that are entirely peaceful species. When the masses are stirred to such fear and fanaticism, they demand destruction over any kind of cooperation or coexistence. This might seem like a harsh measure, but it is an age where ignorance is a virtue and brute force is used to solve a multitude of problems. The dangers of failing to act are too unthinkable to elicit any other response. It has not become this way without reason; most aliens are hostile and devious, and some have proven as ruthless and ambitious as humanity itself. To them, there is no room in the galaxy for the Imperium.

Despite the many xenos dangers across the Imperium, there are those who, in their ignorance or desperation, are willing to make pacts with aliens. Sometimes this is seemingly innocuous: trading to gain advanced technology, hiring brute labour or buying mercenary help. So, concealed within teeming hive worlds, xeno-tech draws high prices in illicit markets, while the carnivorous Kroot have been paid in flesh to fight alongside planetary defence forces. In the Tollovian Cluster, fickle Caradochians are not only tolerated, but allowed to sell their military services to the highest bidder. In this way, many argue, humanity is tainted. After all, accepting a Donarathi amongst our own kind is only a small step away from making open covenant with the Hrud, the Ork, or any of the other foul species that plague the galaxy.



THE RISE AND FALL OF ALPHA SHALISH

On the predations of xenos and the death of a planet of the Imperium

Though the Imperium contains a thousand times a thousand worlds, there is no register that lists the planets lost over the years, no hallowed memorial for the untold devastation wrought by xenos. The planet known as Alpha Shalish is gone, and there are few now living who remember that it ever even existed. Its tale is one of violence, human endurance and savagery, one that is even now being repeated again and again on many worlds across the galaxy.

Discovered in the early years of the Age of Technology, Alpha Shalish was originally known as the crimson planet, for it glowed a deep red hue when glimpsed from orbit. Warmed by the energies of two suns, the planet was verdant, rich in both flora and fauna. The pioneers who named Alpha Shalish and marked it for prime conquest did not need to employ any of the atmosphere-fixing wonders invented at that time – neither the oxy-converter, self-sustaining hab-domes, nor ion discharging reactors. There was strong resistance to human colonisation, however, by a xenos species whose very type has been lost over the years. Early resistance was rectified by planet scorching – a slash and burn bombardment that, a decade later when the colonists arrived, left an unpopulated world, ripe for cultivation. The new settlers found ancient xenos ruins predating their arrival by many thousands of years, but these were dozed over and buried beneath their new endeavours. Progress was swift in those days, and expansion was spurred by the discovery of rich mineral mines in the neighbouring systems. As the largest and most inhabitable planet on the clearest Warp route, Alpha Shalish was soon a thriving port world.

Although occasionally plagued by xenos raids, the world of Alpha Shalish, protected by its robotic defences, continued to flourish for thousands of years. STC constructions provided magnificently spired hive cities that rose high above the fully automated agri-fields. The proliferating psykers were welcomed amongst the growing population, and perhaps this was what brought devastation to the planet. Communication with outsiders collapsed without warning and apocalyptic destruction across the galaxy heralded the arrival of what is now known as the Age of Strife. Some planets were struck worse than others and Alpha Shalish was nearly destroyed by the evils that erupted there. The next record of the planet comes from many millennia later, as written by a cloistered brotherhood of compilers, monks who chronicle a period reckoned by corroborators to be between M28 and M29. It paints a bleak picture.

According to their records, the hive cities had long been toppled into massive ruins, haunted places where those that remained of the human population feared to go. These humans survived instead in the wide plains, hunting and gathering and bypassing all machinery. They had become a superstitious people, afraid to venture out at night, unwilling to use anything beyond the most basic technology. Only a small conclave of monks remained literate. When, around M30, the Lacrymole arrived in force, the highly regressed human population was easily subdued and herded into camps to serve as livestock as the hateful xenos settled on the planet.

When next Alpha Shalish is encountered, it is listed by remembrancers, artist-scribes sent out with the 203rd Expedition Fleet to record the auspicious events of the Great Crusade. The Imperial forces, spearheaded by World Eaters Space Marines, burst into the mounded Lacrymole cities with righteous fury, cleansing the planet of their foul, man-eating kind with extreme prejudice. So was the shackle of alien rule thrown off and the Emperor's Truth brought to Alpha Shalish. Repopulation was quick, aided by a restarting of the agri-machines, STC devices, many of which were found to still be in working order. Within four generations, hive cities were raised over the old ruins. During the Horus Heresy, many recruits shipped out from the growing world to swell the loyalist side. The re-built ports of Alpha Shalish aided in the recovery wars and the world became a hub of what was now declared the Segmentum Solar.

Although nearby planets saw extensive fighting, the next major conflict on Alpha Shalish was in mid M32. As part of the largest Waaagh! the galaxy has ever known, the hive world was captured during that great invasion. Alpha Shalish was dismantled – its hives plundered for scrap, slave labour and target practice. It remained an Ork stronghold for over five hundred years, a cesspit of feuding tribes fighting for dominance amidst the shambles. It was the Blood Angels who led the counter-attack that destroyed the Orks and brought the world back into the Imperial fold, although the planet itself was afterwards embroiled in a series of millennia-long civil wars and the internal power struggles left them victim to xenos raids. By M35 the planet was considered alien territory once again, often changing hands under a succession of foul xenos, its history lost in strife.

An Adeptus Ministorum crusade freed Alpha Shalish in early M38 and the Ecclesiarchy established a strong presence on the world, capitalising on anti-xenos feelings to launch further crusades. Over two hundred named crusades emanated from Alpha Shalish in the following millennia, eliminating aliens from neighbouring systems, liberating the Iron Rim cluster, and sending the Paleopods into extinction. Given the planet's heightened intolerance, it is no surprise that, in mid M39, when Eldar fleets materialized in nearby space, its ambassadors were refused in their request for an audience. That was the last anyone heard from Alpha Shalish.

Strange energy signals were picked up by sensor stations, distant Astropath choirs received garbled visions, and the Warp echoed with the slaughter of untold billions. It took the Imperial Fists six standard days to arrive in orbit of Alpha Shalish. What they found was a barren orb, its blasted landmass in its death throes – the planet literally cracking apart from the awesome energies unleashed upon it. No survivors were found and the surface was too unstable for further exploration. Few recordings of Alpha Shalish's history remain, and they are buried unseen within the vaults of the Adeptus Administratum. Investigations were ordered, Inquisitors were dispatched and many theories returned, but soon, crisis after crisis swept the Imperium, and Alpha Shalish was forgotten.

ORKS

The Green Tide, the Savages of the Star.

Orks are a barbaric alien race that infest the galaxy from end to end. No matter how far Mankind has travelled, from the galactic core to the blackest depths of deep space, they have found that Orks are either already there waiting for them or will be arriving there soon to launch their characteristic attacks.

Orks are brutal, green-skinned creatures that have more in common with a great savage ape than a man. They delight in carnage and so great is their need for conflict that, without a more obvious opponent, the Orks will indulge in fighting bloody wars with themselves, just to ensure they get a good scrap. Over the long millennia, the Orks have proven to be the most prolific threat to the Imperium. They can be found in countless warbands, clans and tribes spread across many planets, even forming their own volatile empires. They are so numerous that, if the disparate groups were ever to cease hostilities with their own kind, the Orks would be able to sweep over the galaxy, smashing everything as they passed.

Size dominates Ork society and the largest of their kind invariably rise to lead them to battle. On occasion, an especially hulking Ork Warboss, a violent visionary who can inspire his thick-skulled comrades like no other, will conquer several rival groups, forming the survivors into a massive single army. What follows is known by that crude race as a Waaagh! – part invasion and part holy war. During such times, the greenskins will put aside their differences and rival clans work together.

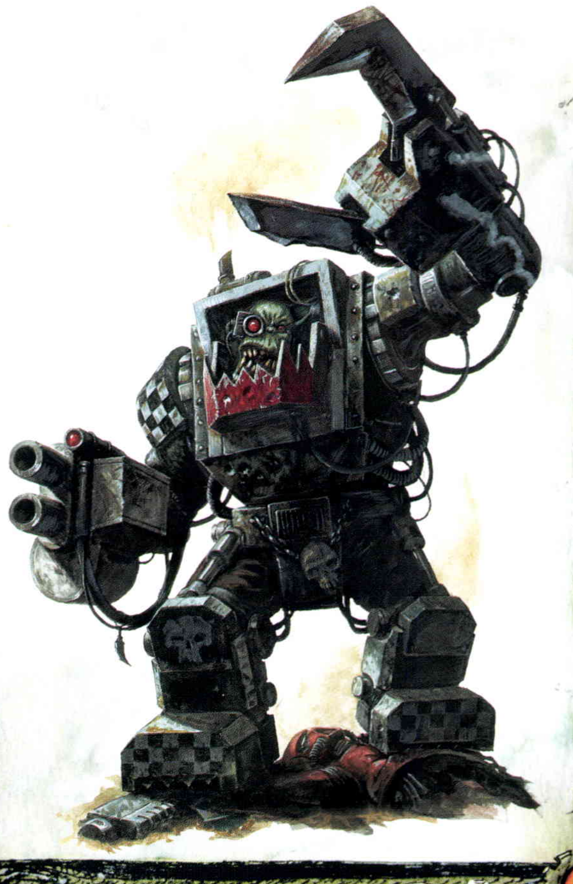
It is not just rare inter-species cooperation that happens during a Waaagh!, but other behavioural oddities occur as well. Large conglomerations of Orks generate mental energies, their bloodlust echoing through the Warp to act as a beacon – summoning more greenskins to join the cause. Orks many star systems distant become further agitated, multiplying in numbers and attacking anything they can reach at a redoubled rate. Ork Mekboyz, as they call their engineer-builders, begin the construction of larger works of battle – towering Stompas or, if there is a large enough stockpile of parts, even a mighty Gargant. Such creations are great mechanical effigies of the Ork gods, laden with enough guns and missiles to flatten a city. Mekboyz also cobble together crude spacecraft, so that the hordes of warriors and massive war machines can rush off to join the growing movement, taking part in the ensuing battles.

Ork Waaaghs! grow in size so long as they have something to conquer. Success breeds further success, and every Ork victory calls yet more greenskins to join the cause. They can mass in such overwhelming numbers that nothing can stop them. Even fortress worlds or Space Marine home worlds are overrun, the Orks blasting them apart to fuel the Waaagh! further. Of course, it takes a dominant Ork to hold a Waaagh! together, as the many different factions are always prone to break apart at any time.

A large and powerful Ork can lead a Waaagh! for a while, but to string together many victories and to find ways to get the massed infantry and machines of war into contact with worthy targets to smash takes an Ork with cunning as well. Luckily, the combination of brawn and brains is rare amongst Orks, although when such a leader rises, the whole galaxy trembles. Some of the darkest moments in the history of the Imperium have been the result of massive Ork Waaaghs! TheWarboss known only as the Beast nearly took over the galaxy, and it can only be a matter of time before another apocalyptic greenskin rising takes place.

Ork Teknology

To the forces of the Imperium, the Orks' weapons, armour and vehicles are poorly designed and crudely built, seemingly assembled out of bits of scrap metal almost randomly bolted together. Field repairs, Mekboy experiments or odd bits of scrap ensures all Ork teknology is anarchic and such devices clank, spout oily clouds of smoke and leave trails of bits that fall off behind it. Yet any who have fought the green hordes understand that Ork gear is crude, but it is nonetheless effective. From light attack craft like buggies or bikes, to tank-like battlewagons, heavily armoured suits worn by Meganobs, or blazingly fast fighter aircraft, Ork teknolgy is made to pulverise the foe and it gets the job done.



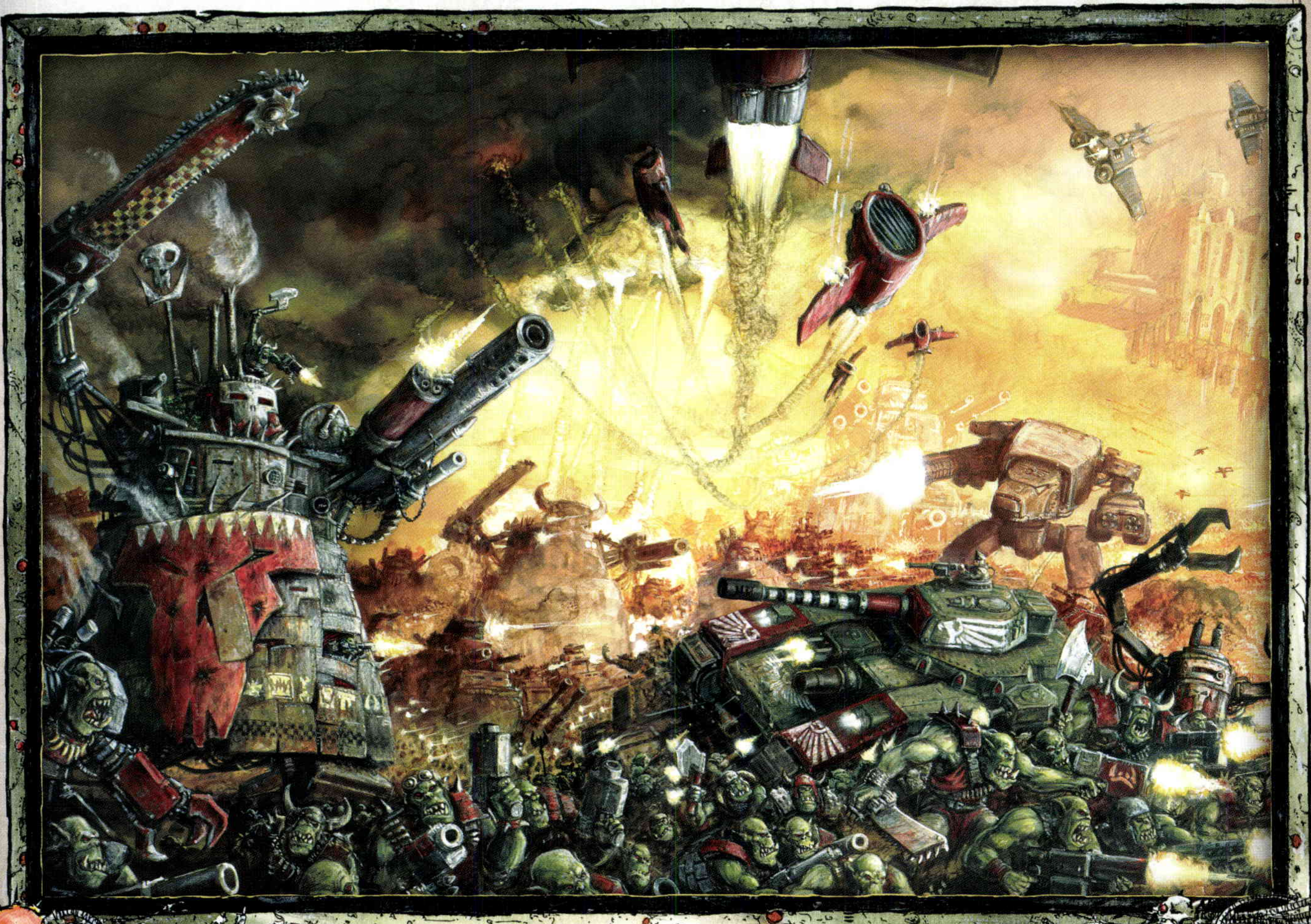
WAAAGH! GRAX

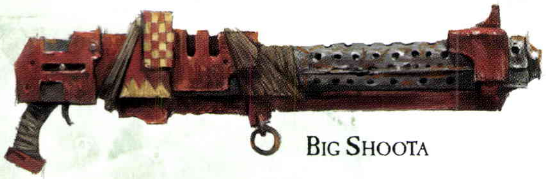
A war of a hundred fronts has engulfed the Ryza system.

Decades on from the initial onslaught, Waaagh! Grax still continues to draw additional Orks into the fighting. The Ryza system, named after the forge world at its centre, comprises more than a dozen star systems. Despite raising their incoming reinforcement level by increasing the radius from which they are drawn, the Imperium continues to lose ground. The expanding war zone has turned into a meat grinder, swallowing planet after planet in bloody conflict.

Foreshadowing the horrors of what could happen if Ryza were to fall, the factory world of Proctus Prime has been overtaken and billions of humans enslaved to produce weapons for the Orks. After a series of battles, the ramshackle battlewagon battalions have captured the frozen orb of Hyberia and its invaluable promethium mines. Only newly arrived armies from Catachan have ensured that the Imperium maintains a hold upon a single continent of Ulani IV, although two of its sister planets are already under green dominion. Using treachery and stealth, the Orks have captured the trio of moons that circle Barac, although they have yet to establish a foothold on the main planet.

As bitter fighting rages across a hundred fronts, an entirely new Waaagh! has materialised, drawn to the ever-growing conflagration. The ragtag fleets of Kommander Rarguts broke through the Imperial Navy's defensive blockade to once again threaten Ryza itself. For the third time in the ongoing conflict, the forge world has been invaded. Ork Fighta-Bommas tear through low-hanging pollution clouds and the ground shakes before the clanging advance of Gargants, massed Stompas and a living green tide of Orks. Once more the ancient constructs of the Legio Crucius, or Warmongers, stride out to defend their planet. Imperial Guard armies muster along trench lines, and entire armies of Leman Russ Executioners are driven straight out of the factory and into the maelstrom. Super heavy tanks and other weapons of the Adeptus Mechanicus light the horizon with their firepower. Yet still the Orks advance.

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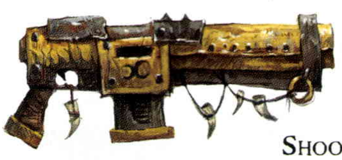
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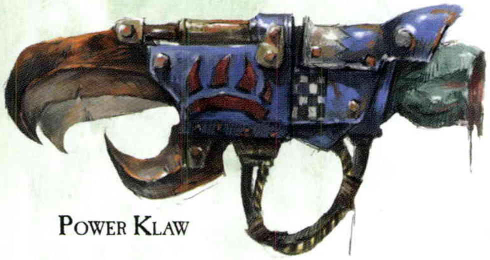
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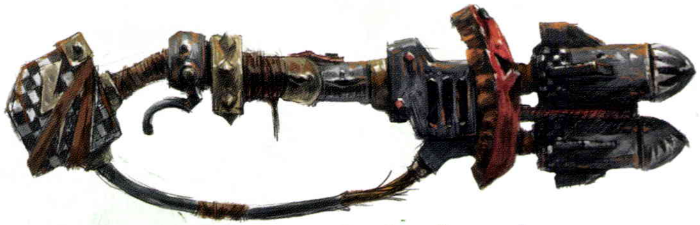
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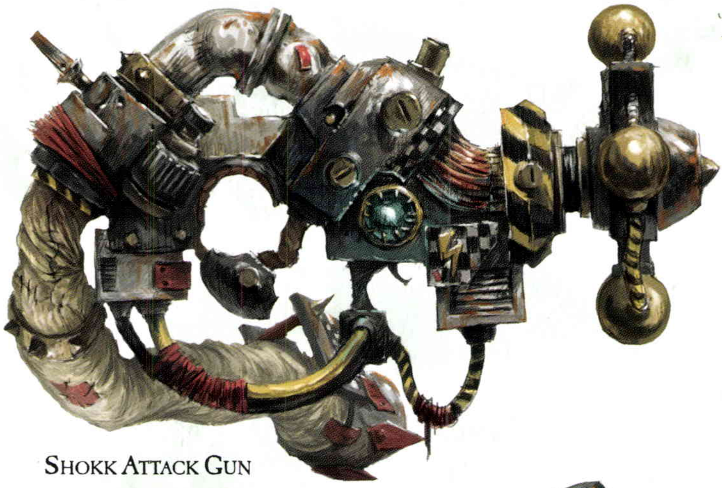
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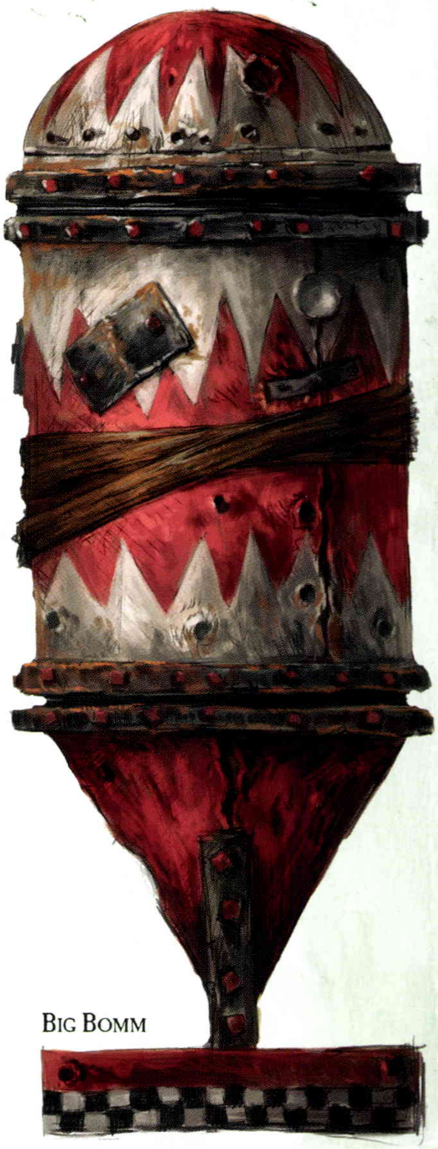
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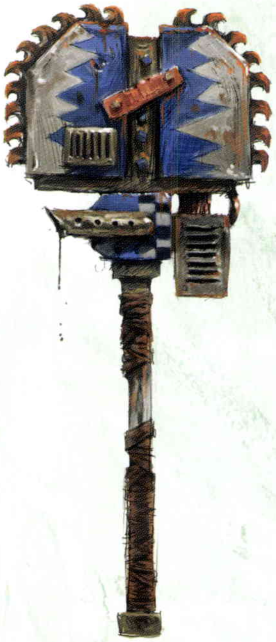
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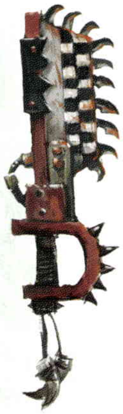
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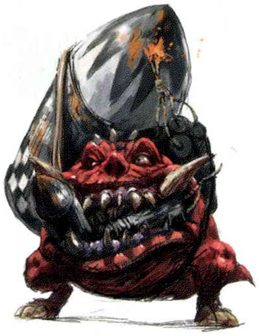
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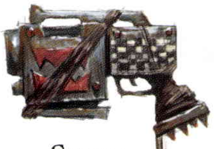

Slugga

ELDAR

The Proud Remnants, Sailors on the Sea of Stars.

The Eldar are a spacefaring race that plies the void in vast jewel-like craftworlds. Long before Mankind's ancestors crawled from the Terran seas, the shining constellations of the Eldar empire spanned the galaxy. Their whims decided the fate of worlds, but now they are all but extinct – the last fragments of a shattered civilisation. The Eldar are reduced to a drifting nomadic race, the children of those ancients with enough foresight to have left their home worlds, to have sailed far away from the impending disaster, and escaped the cataclysmic Fall.

Although only a shadow of their former glory, the Eldar are still a formidable power. Confident in the superiority of their technology and martial prowess, the Eldar justifiably look down on the barbaric usurpers that have overrun the galaxy. Who could compare the crude, smoke-belching engines of Man or Ork to the sleek grav-tanks or streaking jetbikes of the Eldar? In combat, observe how lumbering and slow the movements of a human soldier are against the precise, graceful attack of an Eldar. Only in sheer numbers do the Eldar come up short in comparison to the other forces in the galaxy, though the quick-striking Eldar way of war can offset this lone disadvantage.

At their most devastating, a small, methodically planned Eldar attack is like a choreographed dance – in a whirl of interlocking steps, the squads, war machines and vehicles sweep in, perform their role, and fade away. These orchestrations of destruction allow even small Eldar armies to halt larger forces, quickly whittling them down with a series of rapid strikes, before delivering a swift killing blow. Each unit of Eldar has skills sharpened to an inhuman pitch, allowing them to complement the functions of the others. Yet the Eldar can lose but one of their warriors for every ten enemies slain and still rue the exchange.

No one knows exactly how many craftworlds there are, not even the Eldar themselves, for the evacuation of their worlds was hurried and many ships disappeared into the void. Miraculous feats, the craftworlds are really artificial worlds that float through space. They are self-sufficient and able to grow organically, adding space, repairing damage or adding new outer shells over time. The largest and most important of the craftworlds identified by the Imperium are Alaitoc, Iyanden, Biel-Tan, Saim-Hann, and Ulthwé. There are smaller craftworlds too, including the mysterious Black Library, the doomed craftworld of Mero and the legendary lost craftworld of Chto. Undoubtedly there are others that have yet to make contact with other Eldar or the Imperium. This is not surprising, as the Eldar are isolationists, avoiding contact with outsiders, and often each other as well. In times of need, several craftworlds can be seen in close cooperation, although the Craftworld Drohai refuses contact with all others, believing themselves to be the only uncorrupted survivors of the Fall.

To Mankind, the Eldar are an enigma, at once vexatious and helpful, turning from aloof and uncaring to meddlesome with alarming swiftness. They are a perplexing race, and the Adepts of Terra find them hard to ally with and impossible to predict. Discounting the bloodthirsty raiders and space-faring pirates, the more learned amongst the Imperium realise that the bulk of the Eldar are more often allies to humanity than enemies. However, the two races share no love for one another and conflicting interests have driven them to war and with each other many times in the past, where both sides have committed merciless deeds against the other.

THE WEBWAY

Eldar do not, indeed cannot, use Warp travel in the same way as the Imperium. Being more psychically attuned than humans, the Warp is altogether anathema to them. Instead, the Eldar travel through the webway, a labyrinth that exists between the Warp and the material dimension, partially in both and yet – in a way – in neither. This ancient lore was learned from a long extinct race called the Old Ones and galactic wars have been fought between the Eldar and the Necrons over control of these strategic pathways. The webway leads to many spots throughout the galaxy and can be used for almost instantaneous travel. This is how the craftworlds now stay connected, and it also allows for contact with Exodite worlds, those rare planets where pre-Fall Eldar settled and survived. Some webway portals are vast, large enough for entire craftworlds to enter, while others might be man-sized. Travel within the webway can be perilous, for opening the wrong gateway can lead to exits high above a planet's orbit or the depths of space. Little else is known about the webway, although there are many wild speculations. Few humans have ever managed to penetrate it and they report dead ends, secret paths, loop traps and sealed-off passageways to prevent the infiltration of the Warp. The fabled Black Library, the sinister lairs of the Dark Eldar, and an increasing number of Necron fleets are rumoured to be hidden within its many winding corridors as well.

THE FALL OF THE ELDAR

The Eldar themselves never speak of the Fall, as they call it, to other races, and so it is hard to get an accurate picture of exactly what happened. Rumours tell of planets swallowed by the Warp and that the darkest Daemons from within the minds of the Eldar overcame them for their arrogant sins. Some say that the captive souls of long dead Eldar are still tormented to this day by their sadistic conquerors. Others say the Eldar got their just punishment and it is only a matter of time before the rest succumb to whatever dreadful fate destroyed their reign.

What is indisputable is the area of the galaxy which was once the central region of the ancient Eldar worlds is instead dominated by the Eye of Terror and that the Eldar are still haunted by their past.

DARK ELDAR

The Bitter Remnants, the Star Reavers.

Nestled far from prying eyes, the vile and sadistic city of Commorragh was once a nodal point – a grand nexus within the labyrinthine dimensions of the webway. Before the Fall of the Eldar, the hidden destination was renowned for its depravity, especially in the right circles of the cults of excess, for it served well those who wished for privacy. Shielded from the raw power of Chaos and the psychic backlash unleashed upon the galaxy during the Fall, those in Commorragh were not slain like so many of their kin. From their safe haven, the depravity of these Eldar grew, until Commorragh was a monstrous nest of scum and villainy. In many ways, the Dark City was the birthplace of the race known as Dark Eldar, the forsaken and corrupt kin of the Eldar.

Where the Eldar aboard the craftworlds looked inwards to overcome the anguish of their past, steeling themselves with inhuman discipline and rigid self control, their dark kin have gone the opposite way. They have become a race of murderous killers, a people whose very existence now depends upon the pain and suffering that they unleash upon others.

Nestled within the webway, the Dark Eldar were largely immune to the passage of time, with the exception that their souls began to age and wither. The only counter for this gradual loss was to refill that void by steeping themselves in extreme sensation and outrageous evils. Quite literally, the agony and suffering of others replenishes them, granting them an unholy vitality and vigour. Those with witch-sight can look past their elegant and graceful exteriors to see the twisted and hideous beings that the Dark Eldar have become. Those who have chosen this grim path can continue on, or die. There is no turning back.

THE BLACK LIBRARY

Humanity's few experts on the forbidden arts whisper of a hidden Eldar craftworld, a secret repository of all that ancient race's hard-gathered knowledge on the Ruinous Powers. Such a thing does exist, although it is buried somewhere beyond the most secret passages of the webway. Known as the Black Library, it is guarded by all manner of psychic protections and patrolled by fell-handed sentinels who are described as perilous beyond measure.

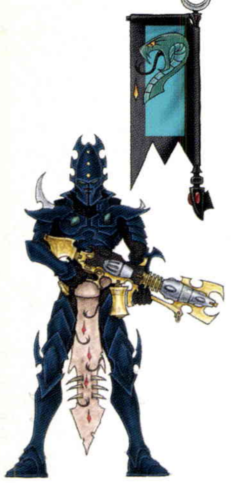
Few Eldar know the whereabouts of the Black Library and only a handful have ever dared to enter within, for the secrets it harbours are too powerful even for the strong-willed. There sit black tomes of sorcerous lore, including a copy of the dreaded *Book of Magnus* and a copy of the *Daemonicus Totalus*. Countless scrolls bearing the true names of Daemons are kept, as are the pacts for binding Warp entities into service. It is even said that the collected wisdom of the Old Ones resides within. There, piled amongst grimoires and bound prophecies, are the dark secrets of the galaxy. Many seek the Black Library, but very few ever find it, and fewer still are allowed to pass inside.

In order to exist, the Dark Eldar must have a constant supply of living beings on which to practise their foul craft. To fulfil such needs, the Dark Eldar have become masters of the lightning raid – hit and run attacks that eliminate all resistance, allowing the victors ample time to gather up the spoils. While not above taking technology and material goods, it is live captives that the Dark Eldar seek. All the mortal creatures taken into captivity will surely suffer a terrible and often prolonged fate in order to satiate their loathsome captors.

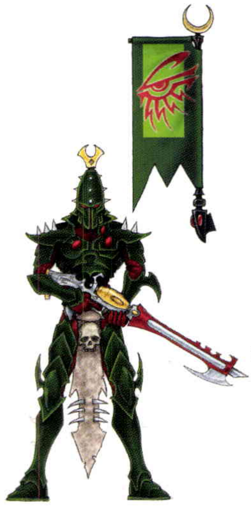
To launch their assaults, the Dark Eldar travel using the webway, moving unseen across the galaxy, journeying where no space fleet, no patrol, no Imperial listening stations can detect them. Their warships suddenly appear in low orbit around their target planet, and without any warning, the wolves are amongst the sheep. On many levels, the Dark Eldar use a similar fast-hitting, hard-striking approach to their kin, relying on fast-moving grav-vehicles and Reaver Jetbikes to launch lightning assaults. They display the same uncanny agility, weaving into combat with an inhuman grace. Yet to those knowledgeable enough to tell the difference, the wanton slaughter and excess cruelty gives away the horrible inner nature of the Dark Eldar. No others take such unnatural satisfaction in their own foul deeds.

Unlike their craftworld brethren, the Dark Eldar are not psychic. They do not have Farseers in their midst and actively avoid using psykers themselves – for they do not wish to draw the attentions of the Warp powers that are constantly seeking to devour them. Bereft of any type of precognitive warnings, the Dark Eldar rely on the speed and surprise of their attack to lead them to victory and a rich supply of new slaves. However, the Dark Eldar are rapacious and arrogant to an extreme. When, on occasion, their plans go awry and their surprise assault is welcomed by ready and determined resistance, the Dark Eldar rarely fade from a fight. This is very much unlike their more fickle kin, but the thrill of combat and the draw of bloodlust is powerful in the Dark Eldar. To them, the call to slaughter on the battlefield is no different than the siren call of the bloody and cruel gladiatorial games that are so popular in Commorragh.

To the majority of Mankind, the Eldar are just a rumour – terrible stories of piratical raiders. For those in the Imperium, there is little to distinguish between the ships of the Eldar craftworlds, the corsair fleets or the bloodthirsty Dark Eldar. All are seen as the same thing – an elusive menace that can bring sudden and cruel death to the unwary – just another reason for Mankind to hate and distrust all xenos. For their part, the Kabals of the Dark Eldar understand how their rapacious actions continue to drive a wedge between human/Eldar relations. This only serves to delight their sadistic hearts – for to them, humanity is barbarous and beneath respect, no different from the way Mankind treats their livestock – brute beasts useful for sustenance and little else.



KABALITE WARRIOR,
Kabal of the Poisoned Tongue



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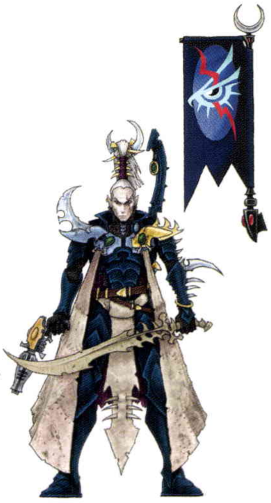
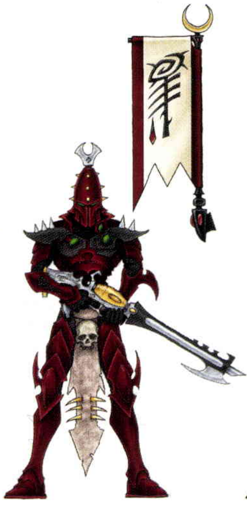
Kabal of the Baleful Gaze



ARCHON,
Kabal of the Slashed Eye



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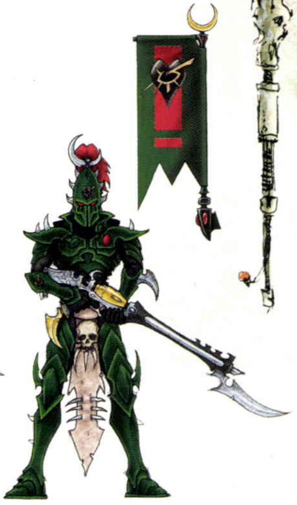
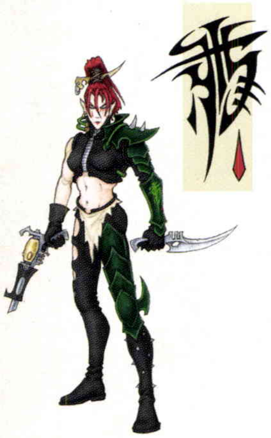


KABALITE WARRIOR,
Kabal of the Black Heart



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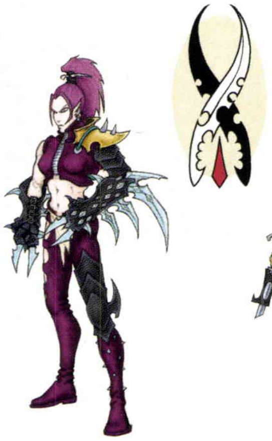
Cult of Strife



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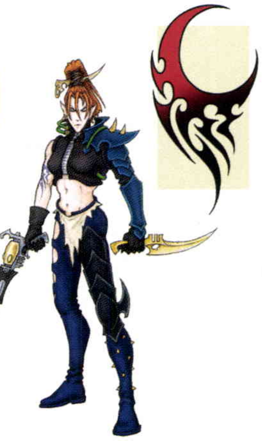
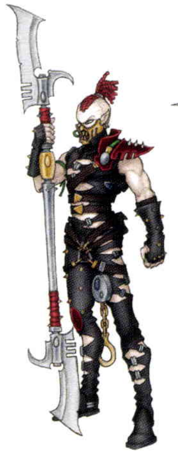
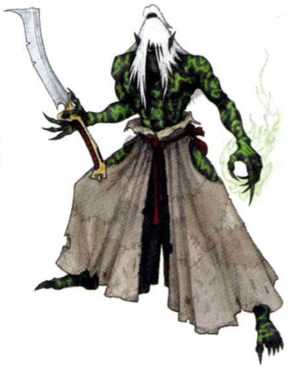
Cult of the Blade Denied



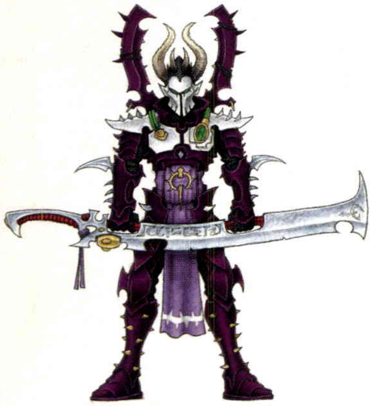
WYCH,
Cult of the Seventh Woe



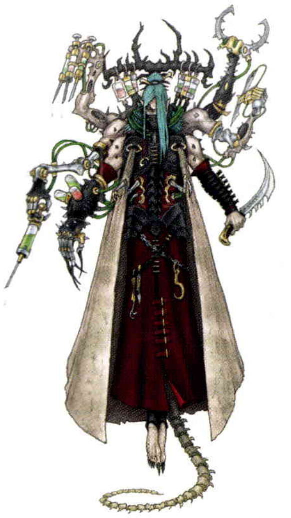
HELLION,
The Bloodshot Blades



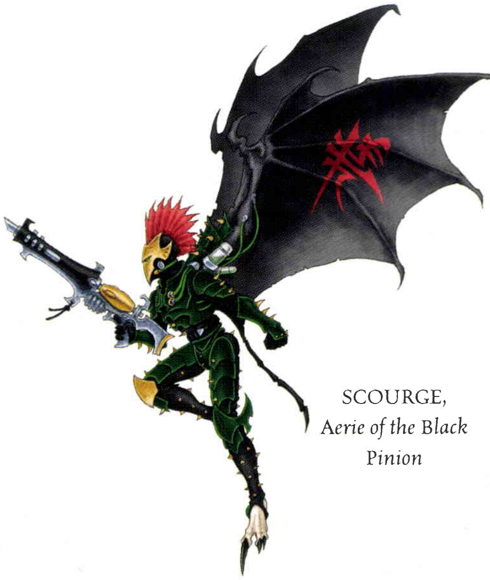
MANDRAKE



INCUBUS,
Shrine of Cursed Night



HAEMONCULUS ANCIENT,
Coven of the Crawling Dark



SCOURGE,
Aerie of the Black Pinion

NECRONS

The Ancients, the Hollow Ones. They are Legion.

The Necrons are ancient beyond imagining. Long have they slept in stasis, hidden beneath the surface of silent Tomb Worlds, their consciousnesses preserved against the ravages of time within immortal mechanical bodies. So long did the Necrons slumber that the galaxy all but forgot their existence. Even in the minds of the Eldar, who once strove against the Necrons for mastery of stars, did their memory grow dim. Mankind, who knew the Necrons only from the scattered fragments of their once star-spanning civilisation, deemed them merely another faded race brought to nothingness by the crushing weight of aeons.

Now, sixty million years after the last Tomb World was sealed, a terrible purpose has begun. In dark caverns where no mortal creature has set foot, ancient machineries are stirring. Revivification chambers hum with power as they return life to the Necrons sleeping within. Service robots scurry through dust-laden passageways, repairing the damage caused by aeons of dormancy; living metal walls flow like quicksilver as the great mausoleums reconfigure themselves as palaces, armouries and fortresses. The cold-hearted Necron Lords and their implacable legions are rising to find their once-great empire in decay and primitive life-forms squatting in their ancient domains. They are not impressed; a reckoning shall come.

Yet the younger races have time, perhaps, before annihilation. Not all the Necron tombs have survived their Great Sleep intact – some were damaged by tectonic shifts, plundered by younger races or suffered losses due to malfunctioning stasis systems. Others have not yet begun to stir due to machinery faults or the strange disruptions of Warp storms. A Tomb World is at its most vulnerable during the revivification process – in these early stages, it is unlikely that the army of a Tomb World will have awoken to full function. This leaves the defence in the hands of Canoptek servants – automatons whose responses, although remorseless and lethal, are not nearly so powerful as a Tomb World with its legions fully functioning. Worse, the power signatures given off during awakening are detectable across great spans of space, luring tech-scavengers, explorators and treasure-hunters of all kinds.

The Necrons themselves are no longer creatures of flesh and blood, but android embodiments of death itself that can survive crippling damage. Incredulous observers report rent metal flowing back together and severed limbs scrabbling to reattach themselves. Should irreparable damage occur, the Necron 'phases out'; body and consciousness are teleported back to the nearest tomb-complex to remain in storage until a new form can be forged. The technologies by which this is accomplished are a mystery, and the Necrons have put in place many contingencies, including self-destruct mechanisms, which prevent their knowledge from falling into the covetous hands of lesser races.

Much about the Necrons is unknown to Mankind. Their technology is beyond the grasp of human understanding; the number of Tomb Worlds and their relationships to each other is unguessed. However, the Necron purpose seems brutally clear: they seek to cleanse the galaxy of upstart primitives and re-establish their rightful role as rulers. Few Necrons feel any empathy with lesser creatures, for they view them as little more than vermin infesting the ruins of their former glory.

NECRONS AT WAR

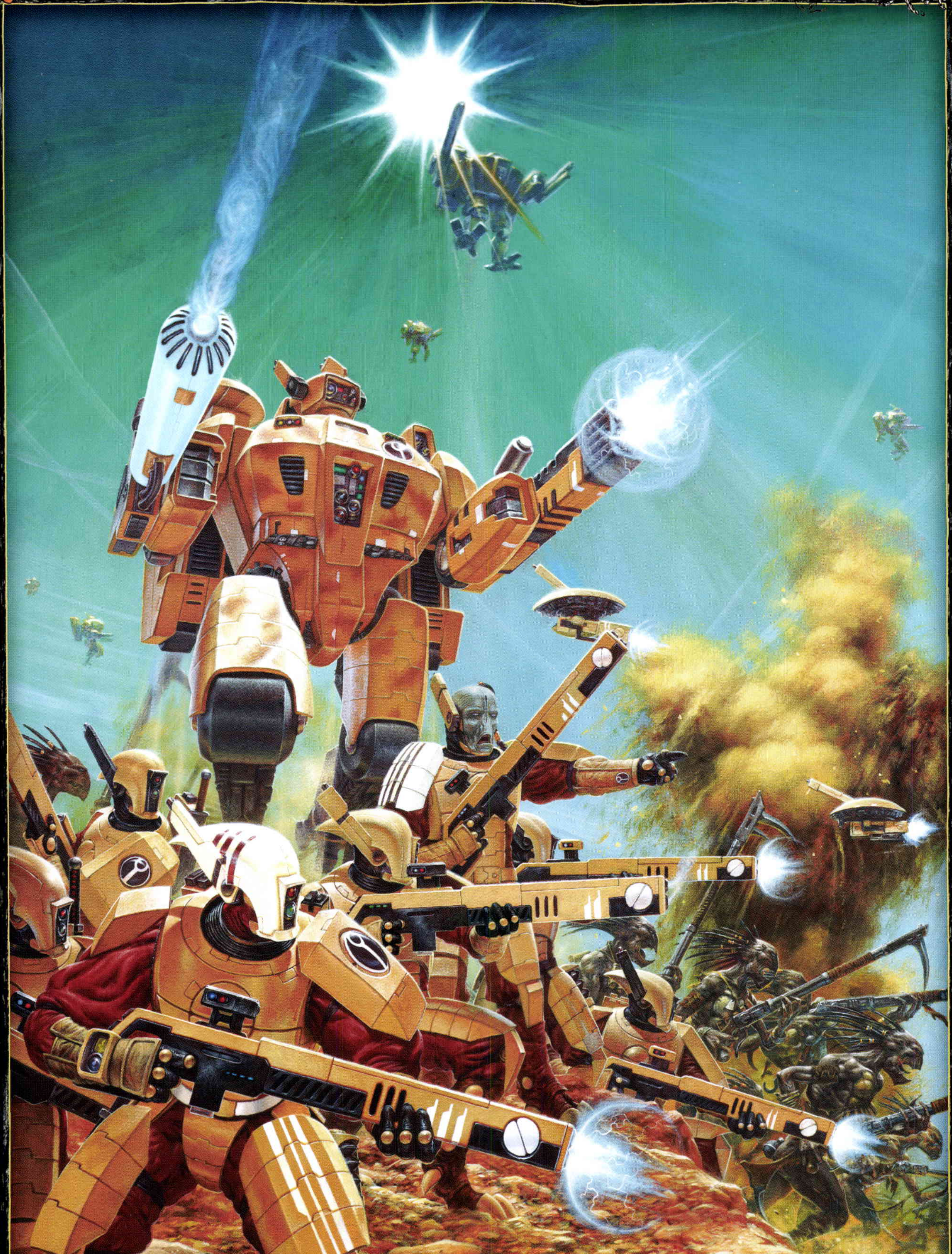
Necrons often strike without warning, issuing forth silently from tombs far beneath a planet's surface or teleporting directly into battle with their target. They are implacable foes, remorseless in advance and virtually impervious to enemy fire. Marching in silent phalanxes, they unleash precision volleys of crackling green gauss energy that reduce flesh, armour and bone down to its constituent atoms. Amidst the phalanxes stalk eldritch machines and vehicles of strange, macabre design. Looming over all are the Monoliths, great floating ziggurats of destruction.

Victory against this unforgiving and unstoppable force will require the lesser races to stand united, and time for them to do so is swiftly running out. With every world the Necrons reconquer, the ancient empire comes ever closer to rebirth...

IMPERIAL REPORTS

Given the size and bureaucracy of the Imperium, it is hard to ascertain the level of threat the Necrons pose. There are those, typically Inquisitors or Space Marine Commanders, who can link together the many incoming reports and see, if not a pattern, then at least an emerging threat of prime import. Yet reports are vague and it is difficult to verify which xenos attacks are from the mysterious robotic warriors, for in victory or defeat, the Necrons leave few clues.

The range of information coming in is so varied in nature it hardly seems possible that it can emanate from the same xenos, making it hard to establish any kind of pattern. Some worlds report aggressive, genocidal attacks, others cautious probes. Some worlds have been visited by emissaries under truce, requesting the surrender of entire planets teeming with industry and billions of Imperial inhabitants, while others claim the Necrons have begun covert operations upon their systems, using deception, pinpoint raids and assassinations to destabilise vital locations. At times, the Necrons seem pre-programmed – launching raids upon the promethium refinery plants of Asylus at exactly the same time each lunar month. At others, the best-laid Imperial defences are bypassed as if they weren't there, or worse still, brushed aside the way a man might carelessly swat an insect.


A.Smith

TAU

Proponents of the Greater Good, Bringers of Enlightenment, Children of a Greater Destiny.

On the Eastern Fringe of the galaxy, far from the centralised control of Terra, a new empire is growing. Ambitious and united in purpose, the xenos race known as the Tau seeks to spread its 'enlightenment' across the stars. Although barely registering as a blip against the size of the unthinkably sprawling Imperium of Man, the rapid rise and expansion of the Tau has been startling.

Although the Tau lead their colonisation efforts with a range of parable-speaking diplomats who offer alien populations peaceful opportunities to join the rising empire, the Tau army is always close behind, ready to be called in should dialogue prove fruitless. Tau diplomats have a talent for picking up foreign languages and observing the niceties of local customs. They are master negotiators who can, in their first visit to an alien planet, tactfully address the plentiful benefits of joining the Tau Empire and the ramifications for those who resist. Those who wilfully refuse to join the Tau, subserviently becoming part of their growing empire, are quickly shown the error of their ignorance. There are some races, whether conquered or coerced, which have come to accept and fully adopt the message of the Greater Good, the philosophy that the Tau live by. Many, such as the Ranghons, Nicassar and Morralians, have already bowed before the Tau Empire, with aliens like the carnivorous Kroot and the insectoid Vespid even sending their own troops to act as auxiliaries for further Tau expansions.

Unlike many xenos, violence is not the option Tau turn to first. However, once peaceful overtures have been rejected, they readily shift to a military footing to find the solution. Unfettered by Mankind's superstitions and fears of machines, the Tau embrace their technology, putting great effort into perfecting their gear of war. They believe their victories are not achieved by willpower or bludgeoning might, but rather by sophisticated weapons systems, well coordinated attack plans and a flexible discipline that will fluidly pull back as needed until they can operate once more at peak efficiency. The Tau believe in a military doctrine of bringing overwhelming firepower where it is needed most, while suffering the least damage to themselves in return. Unlike the grinding Imperial Guard armies, which willingly trade body counts for territory, the Tau do not believe in the wisdom of battles of attrition or even in the value of holding ground. Instead, a Tau commander will take advantage of superior ranged weapons, pinning down a foe and picking him apart, quickly departing should they advance too closely.

No matter the opposition, the Tau are sure their technology can overcome the challenge. The pinnacle of Tau weapon technologies are the various types of battlesuits. Piloted as much as worn, battlesuits form the elite units in a Tau army and perform a range of roles – offensive and defensive. They are equipped with versatile weapon systems, often using advanced scientific breakthroughs such as stealth field generators, guided missiles, or artificially intelligent and independently acting drones. For the Tau, new designs and prototype weapons are constantly in the works, promising an even brighter future.

THE GREATER GOOD

The Tau civilisation is made up of a rigid caste system, with each of the five castes (Fire, Earth, Air, Water and Ethereal) forming a sub-species within the race. Such segregation provides the clarity of purpose that allows each member to fulfil his role within society – be it warrior, worker, pilot, or bureaucrat. The members of the ruling caste, known as Ethereals, bind and harmonise the other castes together into a common goal. It is they who steer the course of the Tau expansions, deciding which planets will be colonised, which aliens will be absorbed and which will be eliminated. The entire Tau race is underpinned by the philosophical concept, driven by the Ethereals, that the individual must set aside personal desires and work for the Greater Good. The Imperium would give much to learn the secrets of the Tau, particularly the Ethereals. There is much speculation about how they maintain such a high level of control over the other castes. Psychic abilities have been ruled out – the Tau being a race that don't seem to register in the Warp. Chemical manipulation has been suggested, perhaps explaining the power behind the smooth, dulcet words spoke by the Tau spiritual leaders, but nothing has been confirmed.

The Tau wholeheartedly subscribe to the Ethereals' conviction that theirs is a race predestined for greatness, a race meant to inherit the rule of the stars. The Tau are methodically working their way outwards from their birth world, launching great expansion drives that have yet to be halted. Before long, many more will join the growing wave of Tau expansionism…

FIRST CONTACT

The Imperium's Explorators first encountered the Tau just prior to the Age of Apostasy, finding a resource-rich planet surrounded by a promising band of star systems. The inhabiting race, the ancestors of the Tau, were little more than savannah-roaming primitives. Marked for extermination, the Imperium sent out a seeding colony, but Warp storms arose and the Imperium's armada was never heard from again. When the tumultuous energies calmed enough for recontact, nearly six thousand years later, the Tau had changed almost beyond recognition. The Imperium found a newborn empire busily expanding, even daring to absorb a handful of planets previously under rule of the Imperium. The Departmento Munitorum has increased manpower tithes and begun the preparations to supply another massive war zone.

TYRANIDS

The Shadow in the Warp, the Star Swarms.

Beyond the range of the Imperium's spacecraft and the most strident astrotelepathy lies the unspeakable cold of the intergalactic void. It is the great barrier that divides galaxy from galaxy, a place where grand vistas of space and time conspire to hold their secrets apart with inconceivable distances. Yet the void is not empty. An immeasurably ancient and exceedingly alien intelligence has moved out of that darkness, its many eyes fixed on a galaxy rich with life.

The Tyranids are the most alien of the races to infest Imperial space, for they come from beyond. Their Hive Fleets stretch out like tendrils, great chitinous bio-ships drifting in brooding silence. Once the remorseless shoals of the bio-ships detect the presence of a prey world, they close upon their target, grasping it like some many-tentacled beast seizing its food. In the ensuing invasion, the world will be consumed, for the Tyranids hunger for all living matter. There is no escape from this final embrace and when the Tyranids finally depart, they leave behind a barren world, a scoured ball of rock now devoid of anything that lives.

THE HIVE MIND

The Hive comprises many different creatures functioning as one, coordinated by the gestalt consciousness of the Hive Mind. Individual Tyranid creatures are held in a common psychic bond that enables them to act as a single organism, each individual serving only to fulfil the functions assigned by the greater consciousness – the Hive Mind itself. While some Tyranid creatures are capable of rational thought, most do not have distinct minds as humans would understand. Indeed, most Tyranids are unthinking, having been created to fulfil a single specialised role. It tends to be the larger beasts that act as generals on the ground, making decisions and redirecting the lesser beings, all of course, according to the greater strategy and goals of the Hive Mind.

A Tyranid Hive Fleet consists of millions of living starcraft, each home to untold numbers of monstrosities evolved from the geno-organs of the ship's reproductive chambers. All the creatures serve the entity that is the ship, and the ship exists only as part of the horrific super-organism that is the fleet. Even when dead, organic matter is reconstituted back into the ship, along with captured biomass from the invaded planet. It is then all dissolved into a rich biological gruel used to make new Tyranid creatures, each ready to serve the Hive Mind and begin the feeding process anew.

The Tyranid race is psychic, each creature linked by the sentience of the Hive Mind. On the battlefield, leader creatures serve as hubs to channel these connections to the lesser swarms. It is this central intelligence that guides the Tyranid fleets towards prey planets, but it does more. So powerful are the emanations from the Hive Mind that they bring with them a smothering psychic signature known to Imperial Astropaths as the Shadow in the Warp. It is as if the darkness of the intergalactic void has been made incarnate, causing even the strongest minds to unravel with despair. So mighty is this Shadow that it blots out the sacred guiding light of the Astronomican; thus do the Hive Fleets isolate and destroy all in their path.

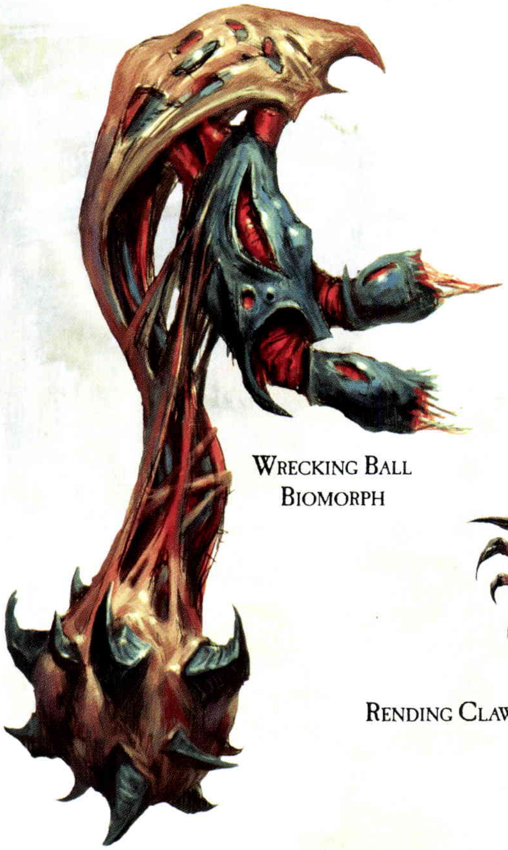
INVASION

A Tyranid assault upon a planet is a terrifying sight that few have witnessed and survived. Gigantic hunks of gristle and cartilage, known as mycetic spores, plummet through the skies to smash into the surface, ploughing deep furrows into the ground. There, they split open to reveal broods of ferocious beasts. Swarms of chittering, scythe-limbed aliens move across the ground as one. Some carry grotesque living weapons capable of firing parasitic projectiles that chew into their targets' flesh. Strange stalking beasts use perfect camouflage to ambush their prey, often turning up far behind the front lines to sow confusion in the enemy ranks, leaving trails for the ensuing waves of Tyranids to follow. From the skies, winged creatures rain death, and the ground quakes as burrowing beasts tunnel up from below. Towering monstrosities stride upon multiple sets of legs, halting occasionally to unleash firestorm blasts from bio-cannons. Every Tyranid creature is a bioengineered killing machine, perfectly adapted for its role in the slaughter. Thus far, only their vanguard has reached this galaxy, the greater mass is still on its way. And the Hive Mind hungers…

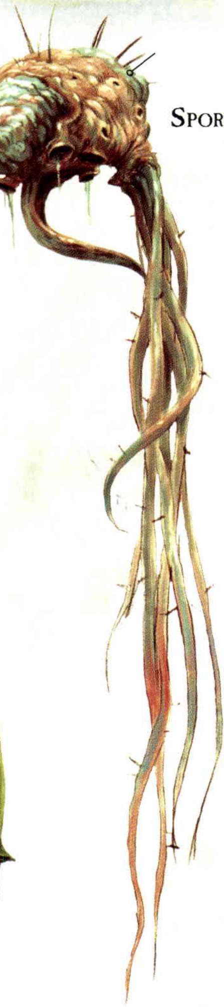
THE HIVE FLEETS

Thus far, the Imperium has been struck by what they gather to be no less than nine distinct Hive Fleets. Each one of these living armadas is made up of millions of many-tendrilled spacecraft and on board each ship are millions of creatures ready for planetary invasion. The Magos Biologis of the Imperium has thus far categorised the separate forces, noting the defining characteristics that each of the self-sufficient Hive Fleet exhibits, the creatures it evolves and the tactics it employs during attacks. Differing Hive Fleets seemingly have their own agenda and have sometimes competed with each other for food, occasionally even clashing with each other over a particularly bio-rich planet.

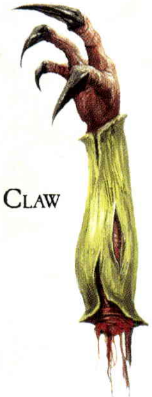
Unbeknownst to the Imperium, the threat is of an even greater magnitude, for the bulk of the Tyranids have not yet reached the Imperium's galaxy, their masses still strewn out across the void. So immeasurably large is the invasion fleet that its furthest stretched tentacles alone have entered the Imperium's space. Each of the identified Hive Fleets is but a splinter of that single monstrous host, the Hive Mind. What horrors await, only time will tell.



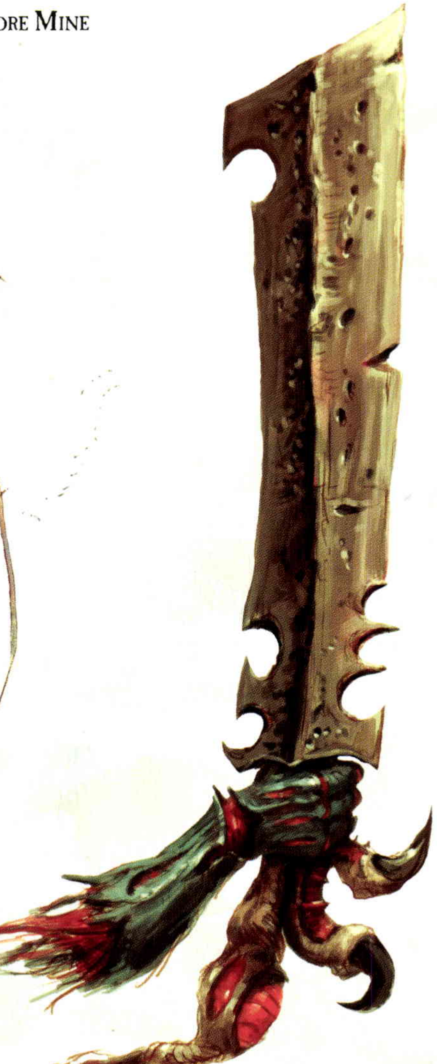
Wrecking Ball Biomorph



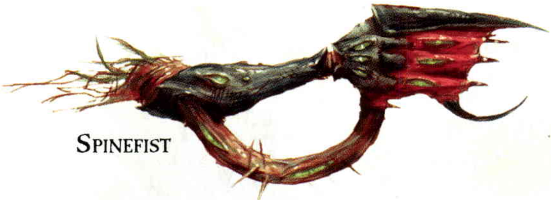
Spore Mine



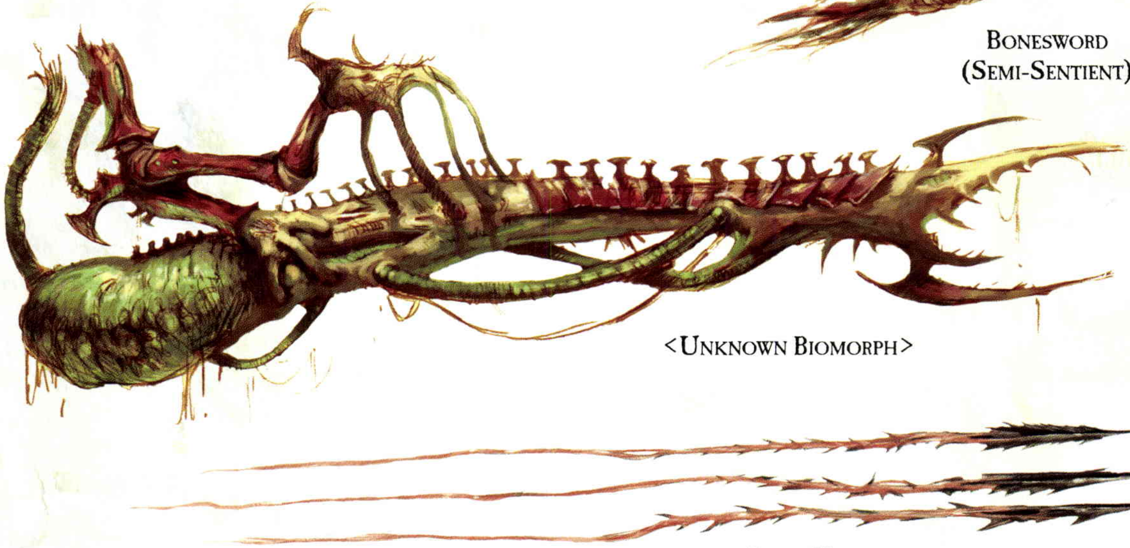
Rending Claw



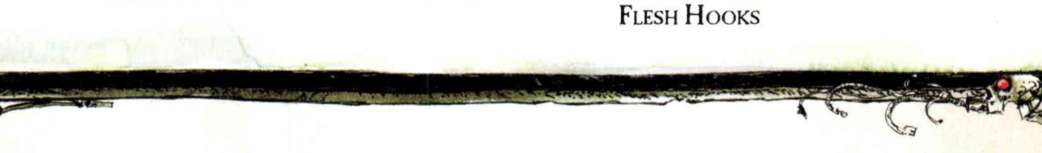
Bonesword (Semi-Sentient)



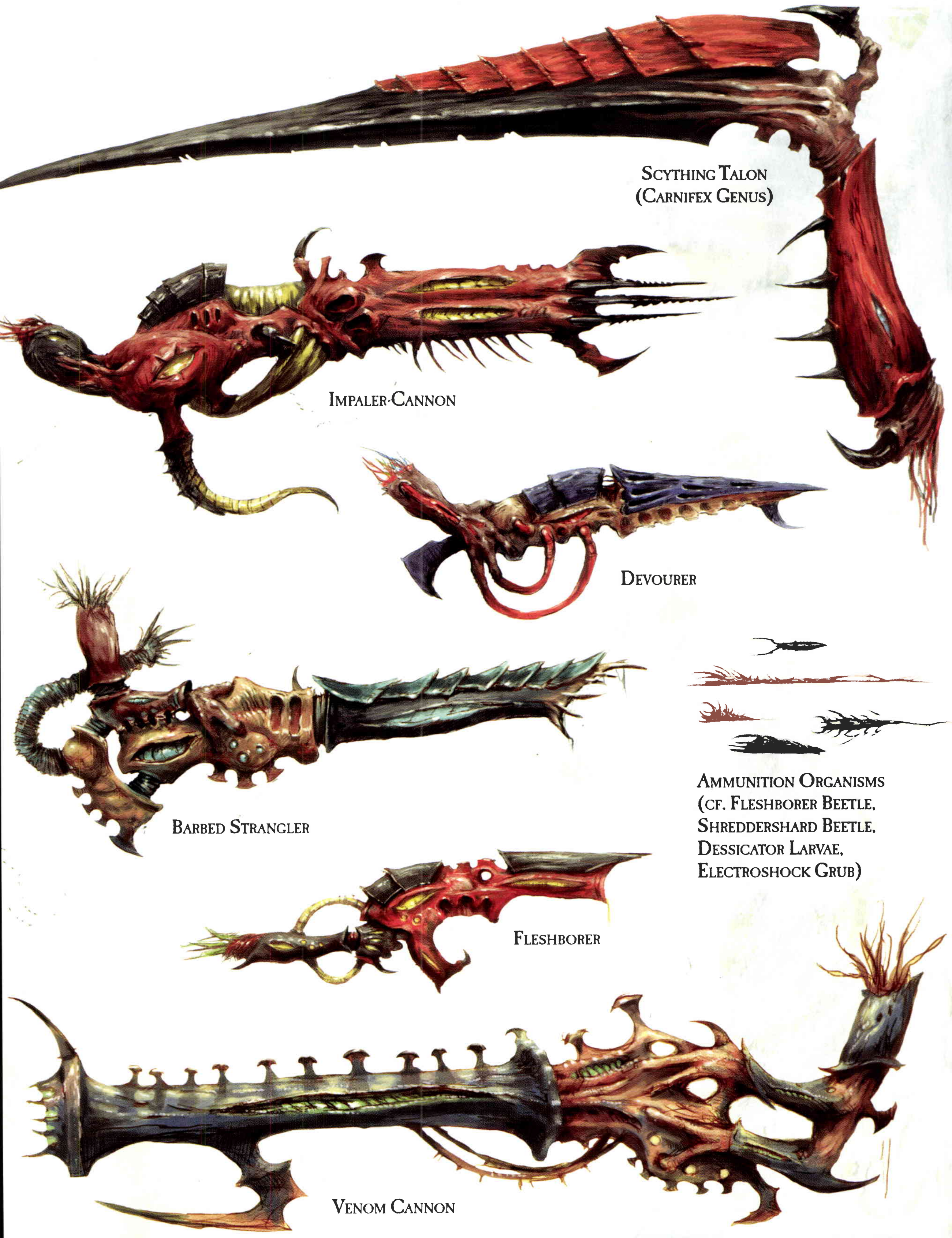
Spinefist



<Unknown Biomorph>



Flesh Hooks


Scything Talon
(Carnifex Genus)
Impaler Cannon
Devourer
Barbed Strangler
Ammunition Organisms
(cf. Fleshborer Beetle,
Shreddershard Beetle,
Dessicator Larvae,
Electroshock Grub)
Fleshborer
Venom Cannon

THE GREATEST THREAT

'Beyond the veil lies madness and the world's ending, beware ye the Terrors of the Warp.'

From the shifting seas of the Warp, fearsome entities espy Mankind and his doings. From that realm of madness, great powers conspire to bring about a doom so complete, so absolute, that the entire galaxy would be consumed – swallowed into an endless oblivion of darkness and torture. If such a cataclysm were to happen, there could be no hope of recovery, only Chaos. Despite the incessant xenos invasions that beset the Imperium, it is this apocalyptic fate that looms largest over Mankind's destiny.

There are few in the Imperium who understand the real ramifications of what lurks in the Warp, plotting Man's demise. It was the Emperor, the Master of Mankind, who first fathomed the dangers that the Ruinous Powers posed to humanity. It was his ill-fated plan that even now protects the Imperium from the predations of the Dark Gods and their daemonic scions. Secretive agents of Mankind work tirelessly to thwart daemonic incursions into realspace, but they are few, and the creatures of the Warp are many. If every citizen of the Imperium was privy to the knowledge safeguarded by the Inquisition, then humanity would become a race of madmen, for the true scope of the threat of Chaos is impossible for the untrained mind to bear.

The Ruinous Powers attack the galaxy in interwoven ways, using unexpected guises. It is beyond mortal comprehension to follow such machinations or unravel the convoluted patterns behind such assaults. Are the slaughters on Van Horne's world related to a greater plan, or was the bloodbath merely an opportunity to enter realspace? What is the endgame for the corruption of the planetary governor of Drakus Prime? What foul seeds are planted upon worlds that have suffered from the Zombie Plague that has spread across swathes of the galaxy? What hope has Mankind to fathom so random, bloodthirsty and immortal a foe?

What can be recognised is that the forces of the Dark Gods are legion and are not confined solely within the Warp. Humanity itself has been corrupted. Many have opened up their hearts to hubris, greed and envy. Disaffected traitors follow their own goals, unknowingly serving a larger purpose. Outcast mutants harbour their own kind, unwittingly nurturing a festering malignancy. All separate actions spread over time and space, yet working towards the same goal – the break down of the barriers between realspace and the Warp, and the downfall of Man.

SCIONS OF THE WARP – DAEMONS

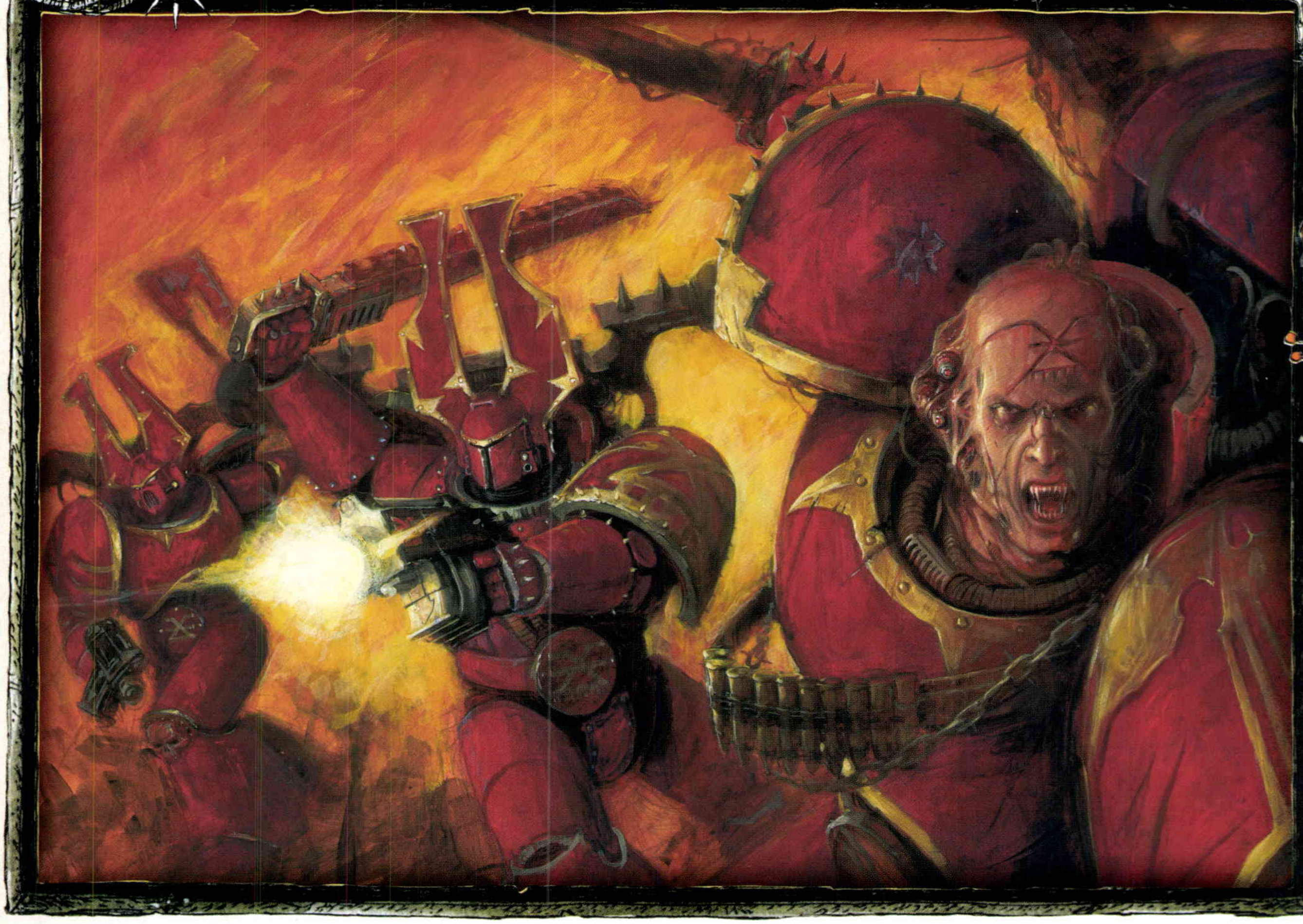
The most powerful of the Chaos forces are the foul Daemons themselves. When the creatures within the Warp burst into the material world, it is to wreak carnage and bring anarchy. The servants of the Chaos Gods, Daemons are all that is vile and twisted made manifest. They are not fashioned of flesh and blood, but of unadulterated power, supernatural beings who dine on the terror and ambition of man. Although the different factions amongst the Daemons are often rivals, they are united in their quest to make the mortal plane a playground for their hateful needs, to let loose unending punishment, slaughter and anarchy upon the galaxy.

Daemons cannot exist in realspace for long without the unnatural energies of the Warp to sustain them. Unless an incursion happens near a major rift between the realms of reality and the Immaterium, such as the Eye of Terror, the time that Daemons can stay in the land of mortals is limited by the size and strength of the source of Warp energies that brought them there. This is often long enough to accomplish much destruction – for even the briefest Daemonic invasion can consume an entire planet in its fury. Nothing short of overwhelming the entire galaxy will ever sate these fiendish creatures, and each rampage leaves Mankind a little weaker; every breach into the material realm stretches the barrier a little tauter. Daemonic incursions are phenomena that are occurring with increasing frequency, and their rise can only mean the absolute destruction of humanity.

SLAVES TO DARKNESS – CHAOS SPACE MARINES

Once proud and majestic warriors armoured with faith and armed with righteousness, the Chaos Space Marines are now bitter, selfish champions of dark, hungry gods, with no cause other than personal ambition and hatred. Devoted to the arcane powers of the Warp, Chaos Space Marines care nothing for loyalty or honour, sacrifice or obligation, for they have bargained away their souls, discarding their oaths of allegiance to the Emperor for material power, sensual freedom and the chance to attain daemonic immortality.

Blessed with the gifts of the Dark Gods, Chaos Space Marines sow havoc across the galaxy as they prosecute the Long War, unrelenting since the days of the Horus Heresy. For ten thousand years, traitor Legions and renegade Chapters have ransacked and razed the worlds of the Emperor, and all knowledge of their slaughter and conquest has been ruthlessly expunged from history by the Inquisition, lest awareness of their existence serve to tempt others to the service of Chaos. Their names cursed for their betrayal, the Chaos Space Marines are notorious for acts of bestial savagery, and they serve as foreboding reminders to those who fight to defend Humanity that even the most powerful and trusted of humankind can fall. No planet is beyond their reach and there is no world that does not fear their coming.



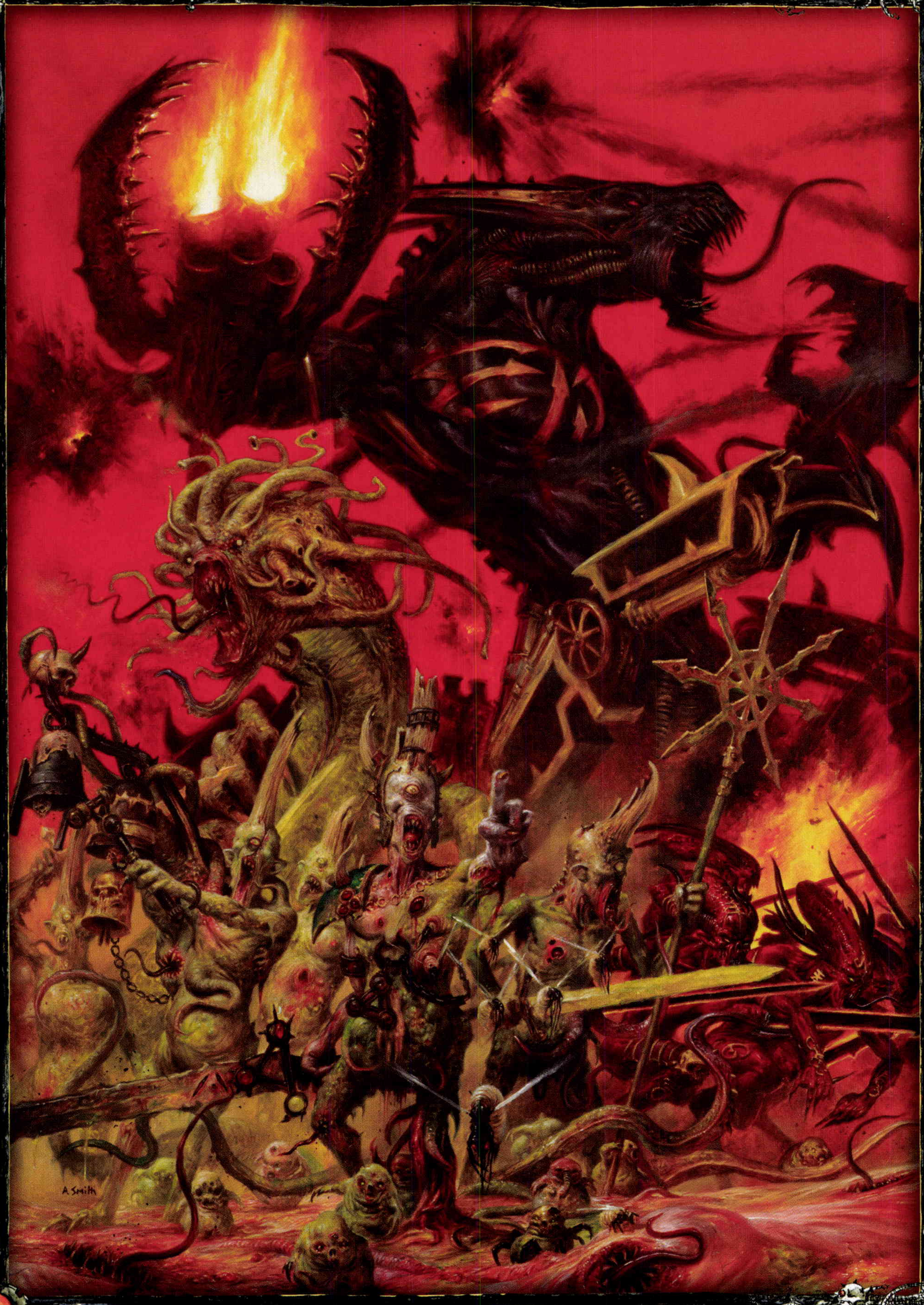
TAINT OF THE TRAITOR

A Chaos Space Marine attack is the most tangible of the Chaos threats, but there are still other perils, less recognisable, but equally deadly. On every human world there are malcontents who lust for power beyond their means, whose avarice is insatiable by honest endeavour and who would take any path to satisfy their ambition. Such minds are easy prey for the Ruinous Powers, falling easily into temptation. Though the worship of Chaos is a primal heresy, punishable by death throughout the Imperium, there are thousands, maybe millions, of Chaos cults – all gathering strength to extend their influence. In deep sewers beneath hive cities, hooded figures meet to debase themselves in forbidden worship; on great stone pyramids, primitive shamans attempt to summon Daemons to do their bidding; under the light of strange moons, foul offerings are lifted to blasphemous gods whose names honest men fear to speak. Organisations of this kind have coiled their way into all levels of the Imperium, counting adjudicators, military commanders and planetary governors amongst their number. Who can say with certainty which fellow citizens are pure and which are tainted?

Most pleas to the Chaos Gods go unanswered, for only the true student of the malevolent arts can hope to understand the nuance and ritual that can allow creatures from the Warp the passage they seek. Yet, with every human who turns from the true path of the Emperor dissension is sown and so does the Imperium turn upon itself. With desperate fervour, Inquisitors seek out Chaos Cults, yet the roots of corruption run deep. Some cultists are lured into furthering the plots of the Chaos Space Marines, while others at last manage to bring forth a malignancy into the galaxy, either summoning entities from the Warp or through their foul actions allowing some gateway – most often a psyker – to open a rift. There can be no greater delusion than that of the fools who seek an easy road to power, yet they can, and do, bring ruin upon an entire planets.

FEAR THE MUTANT, HUNT THE MUTANT

Mutations sweep across the Imperium like plagues, twisting bodies and souls into ever more deviant forms. In all but a small handful of cases, mutants are considered a danger to the wider Imperium and they are feared and shunned by all right thinking citizens, if not hunted and purged outright. By far the most dangerous mutants are those with psychic powers, for an untrained 'witch' can unwittingly allow foul denizens of the Warp access into realspace. Worse still are the psykers who actively court the attentions of such fiends. Driven, by ruthless persecution, into a hidden underclass in most societies, mutants often fall prey to the honeyed promises of help made by the secret and devolved cults concealed amidst the strata of Imperial society.


A Smith

CHAOS DAEMONS

The Doom of Mortals, Servants of the Dark Gods.

In the Warp, there exist countless Daemons of myriad abhorrent shapes, each the spawn of the nightmares and secret vices of mortal creatures. Daemons are but extensions of the Chaos Gods, the undisputed masters of that shifting land of hellish limbo. There are four Chaos Gods, rival brothers in darkness. They are: Khorne, the Blood God, the master of battle and patron of ferocity; Tzeentch, eternal schemer, the Changer of Ways, the Lord of Magic; Nurgle, the Great Lord of Decay and Fecundity, joyous bringer of plague and physical corruption; and Slaanesh, the Lord of Pleasure, the purveyor of secret vices and excess. It is these four Dark Gods who vie for the dominion of man, and whose Daemons seek gateways through the minds of the weak and careless. Daemons are but splinters of the Ruinous Powers made sentient, so the appearance and behaviour of a Daemon always betrays the character and ambition of its progenitor – they can only act in the manner of their patron. So, Bloodletters, the rank and file of Khorne's legions, are ferocious, slavering creatures eager to reap and slay, as befits minions of the God of Battle.

In the Warp, the Dark Gods vie for supremacy, each pitting their legions and wit against the others in a constant bid to dominate them. Daemonic armies clash across the ever-changing Realm of Chaos, riding nightmare dreamscapes into battle, shattering landscapes and reconfiguring conquered territory to fit its new master. Thus, if Nurgle's legions overrun the iridescent shape-changing crystalline structures that mark Tzeentch's kingdom, it will soon flow freely with pus, decay and the corrupting poxes that signify the new ruler of that space. This eternal battle waxes and wanes as the fortunes and powers of each God ebbs and flows. When great plagues sweep the mortal realms, such as the eyerot or the terrifying Zombie Plague, then Nurgle's realm might gain ascendancy for a while.

At any given time, there might be countless different rivalries or alliances between the brother gods. There are plots within plots as each seeks an advantage in the eternal back and forth. Yet there is one thing that unites the opposing powers to put aside their differences for a time and work together. For, above all else, the Daemons of the Warp lust to push through the boundary that separates them from the mortal realms, to unleash their wanton destruction upon the galaxy.

DAEMONIC ASSAULT

There are countless ways in which Daemons can invade reality. Human psykers present the most common means of entry, for their untrained minds are like beacons within the Warp, and draw Daemons to them as the scent of blood draws predatory beasts. Through such open psychic minds, a Daemon can rip a hole into realspace and burrow into the psyker's mind. Ships entering the Immaterium are also vulnerable, for if any of their numerous safeguards fail or if the insidious powers can worm through even the tiniest crack in a ship's protections, then a horrifying fate awaits all on board. Many Imperial spacecraft have entered the Warp to return far from their planned point of exit and filled with fiends instead of men. Using hosts or sacrifices, Chaos cultists can sometimes create a rift or open up a person to unholy possession. Those who study the way of the Daemon too closely, including some Inquisitors, can likewise put themselves at risk. For all their ferocity, Daemons are also intensely clever, and over time are able to use temptation or subtle manipulation to corrupt even the most strong-willed of individuals.

Permanent gateways to the Warp exist throughout the galaxy – some great in size, others small, but all bristle with inevitable danger. In such places, the mutating powers of Chaos run rampant and planets are twisted into Daemon worlds, where the greatest of evils are free to manifest themselves. The largest permanent rift between the material universe and the Warp is the Eye of Terror, a region of space where the two universes overlap. There are smaller gaps too, such as the Maelstrom, von Grothe's Rapidity, the Green Maw, and the Storm of Judgement.

Warp storms, great stellar trauma or vast psychic emanations can also draw forth the Daemonic legions. What might start as a trickle, a single entity wriggling its hideous way into the material world, can become a larger hole in the barrier between realms, eventually resulting in a steady stream or even a full, raging tide of Daemons, a hellish flood that can engulf a world or even a star system in a short period of time. When the Daemon armies emerge, they do so with great purpose – to unmake reality, whether through insidious corruption or outright war. With so much unnatural energy spilling out, even the most monstrous denizens of the Warp can cross over, letting the Greater Daemons once more stride the stars. The most powerful of the Dark God's minions, Greater Daemons are terrible abominations capable of mighty deeds of destruction. Just to stand before such colossal nightmares is to risk an eternity of torment. At their whim, reality is reformed, and at their command, Daemonic hordes slaughter entire populations. Luckily for Mankind, most rifts in the barrier between realms are temporary and, upon closure, the Warp energies dissipate quickly. This means Daemonic incursions are typically short lived, and the foul armies are forced back to the Immaterium.

Besides cutting off the unnatural energies around them, there are other methods to drive Daemons back into the Warp. An unremitting blast of psychic will or physically slaying them will do the job, but only for a while. The destruction of a Daemon's physical form will banish it from realspace, but will not end its existence. The malefic presence will gradually reform again in the Warp, nursing its hatred and its grudge for long decades or even centuries. If such an entity gets a chance, it will return, its hatred further stoked with a horrible vengeance in mind.

THE CHAOS GODS

The rulers of the Realm of Chaos are the four Great Powers, the Gods of Chaos, the Dark Gods.

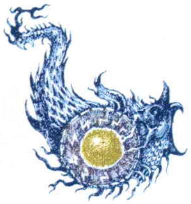
KHORNE

Khorne is the Blood God, the god of battle whose bellows of insatiable rage echo across time and space. He broods upon a mighty throne of brass atop a vast mountain of skulls. A sea of bones, fed by the remains of those slain by his many champions, extends endlessly from him in all directions.

NURGLE

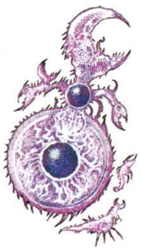
The Great Lord of Decay, Nurgle presides over physical corruption and the cycle of purification, rebirth and morbidity. Plague and entropy attract him like a fly to a rotting corpse, and though he dotes over his foul diseases and Daemons like an indulgent father, his wrath is terrible when roused.

TZEENTCH



Tzeentch is the Great Sorcerer, the god of magic and Master of the Timestream. He is the Changer of Ways, the one who directs the fate of the universe. Tzeentch weaves plots like spider webs and his labyrinthine plans within plans reach past temporal bounds and carry through untold centuries.

SLAANESH



The Dark Prince, the youngest of the Chaos Gods, is Slaanesh, who alone of the pantheon is divinely beautiful. He epitomises excess in all things, and favours seducing beautiful mortals, tempting them with a life of overindulgence. He is all things decadent and debased.

THE EYE OF TERROR

The Eye of Terror is the largest and most well known Warp rift in the galaxy – a permanent tear that has breached the barrier between reality and the Immaterium. Like a weeping sore on the verge of eruption, this galactic phenomenon has blighted Imperial space for over 10,000 years. At the centre of the swirling Eye is absolute Chaos, a whirlpool of energy where the creatures of the Warp bathe in those purest currents of madness that pour out from the realm of the Dark Gods. From a distance, the Eye of Terror stains the surrounding stars in a disturbing blend of colours. From Cadia, bulwark planet of the Imperium, it can be seen with the naked eye – a pulsing ocean of sickly purple. From Fenris, the icy homeworld of the Space Wolves, the Ocularis Terribus appears as a hideous wound gnawing at the sky. From Terra, if magnification could see past the pall of atmospheric pollution or the many rings of orbiting defence stations and free-floating debris, the Eye of Terror could be seen as a speck, distant, but glowering with a menacing malignancy. Even at a vast range, it is nauseating to gaze upon that throbbing light, and many claim that staring too long into that hateful abyss can lead to nightmares, blindness, or absolute madness.

For many light years around the anarchic hub of the Eye of Terror's centre, there are broad zones where reality and the Immaterium mix, where physical laws clash with the whims of the Dark Gods. Planets within the Eye of Terror are imbued with arcane energies and known as Daemon worlds, hellish regions that defy reason, places where creatures from the Warp walk freely. Often, such worlds are gifted to particularly powerful Greater Daemons or even Daemon Princes, rewards from their dark masters for spectacular service. In the middle spirals of the Eye of Terror, some of the laws of nature still apply, although the area is regularly swept by the unadulterated powers of the Warp. Since the days following the Horus Heresy, this region has become a refuge for the Traitor Legions, a base for those Space Marines who joined the rebellion and have been fighting the hated Imperium ever since. Here they remain, largely untouched by the weight of the aeons, for time passes unpredictably, if at all, in the Eye of Terror. Some Legions have had their once noble Primarchs elevated into immortal Daemon Princes, diabolical leaders made even more mighty. From this sanctuary of dread, they strike out on countless raids, wars, and mass for the invasions known as Black Crusades.

All planets and space sectors near the Eye of Terror are dangerous in the extreme. Those who escape the predations of Daemons or Chaos Space Marines are still subject to foul mutation. As the spiralling tendrils of the Eye swirl haphazardly, the range of such chaotic effects can vary wildly, sometimes affecting space a great distance away. Navigators are loathe to direct their third eye anywhere in the direction of the Eye of Terror, for do to so will mean certain doom. Ships that stray too near the vortex can be thrown far off course or, worse still, sucked into the roiling space to be consumed or tortured at the leisure of Daemons. The area to the galactic southeast of the Eye of Terror is, however, typically calm. Named the Cadian Gate, it is the only predictable and stable way to exit the region, and therefore the passageway has become the site of non-stop fighting. These battles range from skirmishes and raids to the full expression of might, rage and vengeance unleashed by a Black Crusade. There, along the many fortified planets of the Cadian system, the Imperium strives to contain the horrific powers, blocking them from rampaging out into the more vulnerable sectors beyond.

A·Smith

CHAOS SPACE MARINES

Cruel Marauders, Slaves to Darkness, The Tainted.

Not all the creatures of the Warp are its direct offspring. Once proud and majestic warriors armoured with faith, the Chaos Space Marines are now bitter champions, covered in corruption. They are hateful reavers who war to serve their own dark needs and, in so doing, also serve their new masters.

Betrayal has ever been a threat to the Imperium and some of its blackest hours have come from the traitorous deeds done by what were once some of its most noble warriors. Throughout a war-torn history, many Space Marines have strayed from the service of the Emperor and turned to the Chaos Gods. There are any number of paths to damnation – some of the Imperium's finest warriors have consciously chosen their paths and others have been tempted across that line, twisting their allegiances by small increments at a time. There are even some few who have been tricked into darksome deeds, unaware of the implications of their actions until it was too late.

Between their discipline, long histories of service, STC-designed wargear and the Codex Astartes, there are more similarities than differences between Space Marine Chapters. This is not the case with the Chaos Space Marines. A dark mirror to their Imperial counterparts, Chaos Space Marines share the same genetically enhanced superhuman abilities, but beyond that, the ranks of the traitors are far more greatly varied. Some of the Chaos Space Marines are from the original betrayal, part of the Space Marine Legions that joined Horus in his rebellion. After Horus' defeat, many traitors fled to the Eye of Terror, seeking refuge from the loyalists that hunted them. There, washed over by the intense energies of the Warp, they took worlds of their own, becoming masters of Daemon realms and indulging their unworthy ambitions. Although 10,000 years have passed since they fled during the aftermath of the Horus Heresy, they live there still, for time flows strangely near the Warp. This means the same Space Marine warriors who fought against the Emperor still wage war on the Imperium today. For them, the strands of time have become interwoven, the past, present and future merging into eternal war. Yet the Traitor Legions are not alone.

Over the span of thousands of years, other Space Marines have turned from the light of the Emperor, sometimes individually, or in squads or companies, and on very rare occasions, in entire Chapters. Freed from the dogma of service to their Chapter and the Imperium, these individuals fully indulge their superhuman bodies and prodigious fighting skills. Modified to be the ultimate human warriors, these defectors most often gather wealth or power, becoming tyrannical leaders of pirate fleets, despot warrior kings on frontier planets, or the leaders of mercenary warbands out to claim their own fortunes. As doomed as any traitor from the Heresy, these Space Marines also turn to the Chaos Gods, sometimes willingly, seeking more power, sometimes at desperate need, when their heresy is at last revealed.

The Chaos Space Marines are a fearsome foe. They have a Space Marine's abilities, along with his gear of war and, since turning to the darker powers, many also now bear powerful mutations or gifts from their patron Chaos Gods, which aid them in battle. They still carry the same weapons they bore in their service to the Emperor, sometimes dating back 10,000 years and now washed over by the corrupting powers of the Warp. Some Chaos Space Marines appear uniform and stern, their allegiance only distinguishable by their actions, while others are loathsome, their forms befouled so greatly that they are monstrous to look upon – plague-bloated and beslimed or perhaps forever melded into their armour.

The superhuman frame of the Space Marine can accept and survive through more mutations than any other mortal could bear. Marked by tentacles, spikes and bestial visages, it is easy to identify Space Marines who have been long subjected to distorting powers from beyond, often mutated by their patron into forms more pleasing to their inhuman eyes. For instance, those who follow Khorne might find their limbs grown into killing blades, their armour emblazoned with deathly skulls and eternally dripping with the blood of those they have slain. Those in thrall to mighty Tzeentch might be led by a Sorcerer, with each warrior marked by a magical aura that glows around them, chains of lightning crackling over their heads.

Even the vehicles and war machines of the Chaos Space Marines become corrupted over time, twisting into mockeries of their previous forms, bearing icons and battle scars from their ceaseless wars. Towering above them all are Daemon engines, horrible lurching creatures that are man and machine merged together in hellish fusion. They are the ultimate horrors, each a sign that shows just how inhuman some Chaos Space Marines have become. Most fell of all, the Daemon Princes stride to the fore or glide upon enormous bat-like wings. These terrifying creatures are imbued with Warp powers and immortality, rewards for the foulest of deeds and millennia of dark service.

Chaos Space Marines do not only dwell in the Eye of Terror, but are also scattered across the galaxy. They live in hidden moon bases and drifting space hulks that flit in and out of the Warp. They have conquered frontier worlds to call their own and established furtive bases upon Imperial worlds, hiding beneath their enemies' noses. The Alpha Legion is notorious for having strongholds established under hive-cities and taking over research stations to deceive the Imperium for decades with false reports. From these sites the Chaos Space Marines launch raids – some taking what they want for their own needs, others continuing a war of hate against the Imperial whelps and their cursed Emperor, their dreams unfulfilled until Holy Terra has been reduced to ruin and the desiccated husk upon the Golden Throne has been chopped down, to wither away as dust.

THE BLACK LEGION

The Warmaster's Own, The Black XVI.

The history of the Black Legion resounds with the din of both victories and the most bitter of defeats. The sixteenth of the First Founding Space Marine Legions, they were once called the Luna Wolves, before the Emperor renamed them the Sons of Horus to honour them and their Primarch after many triumphs. It was with that title that the Legion rebelled alongside their new master.

The Sons of Horus served as the Warmaster's bodyguard and fought with ferocity during the Horus Heresy. After Horus' defeat, they recovered his body from the loyalists and fled into the Eye of Terror. There, they feuded with other Traitor Legions, eventually losing the Warmaster's body, and were nearly destroyed. Only the matchless leadership of Abaddon kept the remnants of the old Legion together. It was this new Warmaster's edict to repaint their armour black, an eternal memory of the shame of their losses. Abaddon directed the newly named Black Legion and reclaimed the Legion's vaunted fighting prowess, once again restoring the respect and finally the support of the remaining Chaos Space Marines. Champions of many Legions and other followers of the Dark Gods now vie to fight alongside Abaddon and his infamous Black Legion.

EMPEROR'S CHILDREN

The Pleasure Slaves, the Debauched.

One of the first Legions to turn from the Emperor's light and embrace Horus' rebellion, the Emperor's Children were seduced by the dark side and the pleasures it promised. Now corrupt beyond human comprehension, the Emperor's Children are a savage fighting force unlike any other. Seeking out perverse enjoyments that only the thrilling din of combat can provide, the Emperor's Children often wield outlandish weapons that produce deafeningly loud and pyrotechnically explosive attacks.

DEATH GUARD

The Plagued Ones, the Bloated Sons of Mortarion.

Few sights are more loathsome than the corrupted forms of the plague-infested Death Guard. Their oozing power armour has rotted away in places, exposing festering wounds and pestilence-filled innards – yet their bloated bodies do not feel the agony of their mutations. Abominations against nature, the Death Guard advance within a cloud of flies, their weapons spitting death, their miasma spreading unnatural disease. One of the original Legions, the Death Guard fell under the sway of Nurgle, the Lord of Corruption, and became the first of all the Plague Marines.

WORD BEARERS

The Ultimate Zealots, Bringers of the True Faith.

Worshippers of all the Chaos Gods, the Word Bearers are methodical followers of rites. They exist to consecrate new worlds, to practise foul blasphemies and to erect monuments to the Dark Gods. The Word Bearers are cult-starters, furtive missionaries seeking to spread the truth of the Warp. Those unable to see their one true path are instead offered up as sacrifices in blood-soaked rituals. At first, the Word Bearers found purpose in the propagation of the Imperial Cult, but following the Emperor's chastisements and self-proclamations of mortality, they drifted into rebellion, turning their fanatical devotion instead to Chaos. More active than ever, the Word Bearers are still stirring new worlds to sedition, ever eager to spread their words of hate.

THE WORLD EATERS

Blood Soaked Berzerkers, Slayers of Skalathrax.

Long before the Horus Heresy, the World Eaters were noted for their savagery, having been censured by the Emperor for their brutality and use of psycho-surgery to turn new recruits into frothing madmen. Still, the World Eaters were invaluable terror troops in the Great Crusade and fought at the forefront of many great campaigns. It was simple for Horus to pervert their bloody rituals to the worship of Chaos. Since then, they have become devoted to Khorne, the Blood God, and they have become a byword for carnage. In its bloodlust, the Legion tore itself apart, forming many smaller warbands, which to this day still seek battle, often joining other Chaos armies in their quest for skulls.

THE THOUSAND SONS

Chaos Sorcerers, The Followers of Magnus.

The path of damnation for the Thousand Sons was longer than most. They studied arcane lore despite the Emperor's warnings. They remained loyal to the Imperium, however, using their occult powers to warn the Emperor of Horus' impending betrayal. The Emperor declared the Thousand Sons' manipulations of Chaos to be heresy and unleashed the Space Wolves upon them. Forced into a war they did not want, the Thousand Sons turned to the Chaos power known as Tzeentch in order to save themselves. Escaping to the Eye of Terror, the Legion continued their magical studies, although they were soon wracked by mutations. Disturbed by their decline, a cabal, led by the great sorcerer Ahriman, risked the wrath of their, now daemonic, Primarch to cast a spell known as the Rubric. The spell instead brought greater changes to the Legion and the cabal was banished by the enraged Primarch, forced to scatter and fight for different Traitor Legions.

FORCE DISPOSITIONS AT THE OUTSET OF THE THIRTEENTH BLACK CRUSADE OF ABADDON THE DESPOILER

COMPILER'S NOTE: Due to the sheer scope of the theatre of operations in which the forces listed below are deployed, these figures should be considered little more than conjecture. The status of the forces of the Imperium are changing rapidly during these initial stages of what will surely be a protracted conflict, and no true record of their disposition can as yet be made. Requests for aid have already been dispatched across the region – the Cadian Sector Command has dispatched a large portion of its strength in a bid to stem the threat. Furthermore, all figures relating to the forces of the Despoiler are based on unreliable and rapidly changing intelligence, the nature of which is virtually impossible for our scribes and adepts to decipher.

The Blessed Forces of the God-Emperor of Mankind

KNOWN LEGIONES ASTARTES

ANGELS OF ABSOLUTION	10 Companies
ANGELS OF VIGILANCE	5 Companies
ANGELS SANGUINE	7 Companies
BRAZEN CLAWS	10 Companies
DARK ANGELS	10 Companies
DEATH SPECTRES	6 Companies
DOOM EAGLES	5 Companies
EXORCISTS	10 Companies
EXCORIATORS*	8 Companies
HARBINGERS	8 Companies
HOWLING GRIFFONS	8 Companies
IRON HANDS	10 Clans
IRON KNIGHTS	1 Company
IRON SNAKES	5 Companies
MARINES EXEMPLAR*	9 Companies
NIGHT WATCH*	11 Companies
NOVAMARINES	6 Companies
RELICTORS*	10 Companies
SUBJUGATORS*	3 Companies
SPACE WOLVES	12 Great Companies
STORM WARRIORS	10 Companies
ULTRAMARINES	1 Honour Company
WHITE CONSULS*	10 Companies

++CONTINUED IN FILE QW/77++

* The Mythos Angelica Mortis makes reference to a group of twenty Chapters known as the Astartes Praeses. The tome claims that these Chapters were founded with the express purpose of guarding the regions surrounding the Eye of Terror, although the identity and status of each individual Chapter is not currently known.

RECORDED ADEPTA SORORITAS

GREATER ORDERS:

ORDER OF THE BLOODY ROSE	6 Preceptories
ORDER OF THE EBON CHALICE	4 Preceptories
ORDER OF OUR MARTYRED LADY	5 Preceptories

LESSER ORDERS

ORDER OF THE ERMINE MANTLE	3 Missions
ORDER OF THE WOUNDED HEART	1 Commandery

NOTABLE IMPERIAL GUARD UNITS

AVELLORNIAN GUNNERS	32 Squadrons
BAR-EL PENAL LEGIONS	4 Legions
CADIAN KASRKIN	486 Companies
CADIAN SHOCK TROOPS	612 Regiments
CADIAN YOUTH ARMY	16 Regional Commands
DROOKIAN FEN GUARD	16 Companies
FINREHT HIGHLANDERS	3 Regiments
GUDRUNITE RIFLES	47 Regiments
JOURAN DRAGOONS	7 Regiments
KELLERSBURG IRREGULARS	3 Regiments
KNOVIAN GHARKAS	14 Regiments
MORDANT 303rd 'ACID DOGS'	1 Regiment
NARSINE YEOMANRY	32 Battle Groups
NECROMUNDAN 8th 'THE SPIDERS'	1 Regiment
THRACIAN GUARD	35 Regiments
VAN DE'MANS WORLD 'REDBACKS'	5 Regiments
ZENONIAN FREE COMPANIES	9 Companies

++CONTINUED IN FILE NI/24++

ORDO MALLEUS

INQUISITORIAL TASK FORCES	CLASSIFIED
GREY KNIGHTS	CLASSIFIED
INQUISITORIAL STORMTROOPERS	
Nemesis Tessera	est. 38 Companies
Ocularis Terribus War Zone	CLASSIFIED

DEPARTMENTO MUNITORUM

ENGINEER CORPS	18
SIEGE AUXILIA CORPS	28 Counter-siege batteries

OFFICIO ASSASSINORUM

AGENTS	CLASSIFIED

TEMPLARS PSYKOLOGIS

DISRUPTION SQUADS	37
AUGUR TEAMS	6

NOTABLE ADEPTUS MECHANICUS

CENTURIO ORDINATUS	4 Ordinatus
HOUSE KRAST	2 Households
HOUSE AROKON	4 Households
LEGIO METALICA	Demi-Legio
LEGIO IGNATUM	Legio
LEGIO GRYPHONICUS	Legio
LEGIO ASTORUM	Legio
ORDO REDUCTOR	Demi-Legio
SKITARII	87 Regiments
DIVISIO TELEPATHICA PSI-TITANS	Classified

++CONTINUED IN FILE VX/99

IMPERIAL FLEET

+Vessels of Note

DUKE LURSTOPHAN	Dauntless class cruiser
ABRIDAL'S GLORY	Gothic class cruiser
HONOUR AND DUTY	Emperor class battleship

+Battlefleets of Note

BATTLEFLEET CADIA	12 Battleships 12 Cruiser Squadrons 21 Escort Squadrons
BATTLEFLEET CORONA	7 Battleships 13 Cruiser Squadrons 17 Escort Squadrons
BATTLEFLEET SCARUS	5 Battleships 9 Cruiser Squadrons 13 Escort Squadrons

+Estimated Total Fleet Assets

FRONT LINE BATTLE GROUPS	21
REAR ECHELON BATTLE GROUPS	36
INDEPENDENT STRIKE GROUPS	4
SPACE MARINE BATTLE BARGES	est. 21+
SPACE MARINE STRIKE CRUISERS	est. 150+
SPACE MARINE ESCORT SQUADRONS	est. 200+

++CONTINUED IN FILE HG/87++

See file ET/778/K2230z for summary of battle honours.

See files ET/340/Q1349-639 for estimated casualty figures.

The Forces of Abaddon the Despoiler

RECORDED TRAITOR LEGIONES ASTARTES

ALPHA LEGION	20+ unconfirmed sightings-all sectors
BLACK LEGION	Major presence-all sectors
DEATH GUARD	Major presence-Subiaco Diablo
EMPEROR'S CHILDREN	Unconfirmed actions against Eldar reported
IRON WARRIORS	Suspected presence-Cadian system
NIGHT LORDS	Unconfirmed reports-all sectors
SONS OF MALICE	Active-Scelus sector
THOUSAND SONS	Active-Caliban and Prospero sectors
VIOLATORS	3 confirmed actions-Cadian sector
WARP GHOSTS	Unconfirmed sighting-Agripinaa system
WORLD EATERS	Significant involvement-all sectors
WORD BEARERS	Active-rear echelon sectors

KNOWN TRAITOR LEGIO TITANICUS

DEATHS HEADS	Major presence confirmed-Cadia
DEATH STALKERS	Unconfirmed involvement-Cadia
FIRE MASTERS	Limited presence-Cadian sector
IRON SKULLS	Major force sighted-Vorga Torq
LEGIO VULCANUM I	4 unconfirmed assaults-Belisar and Kromat
LEGIO VULCANUM II	Suspected presence-Subiaco Diablo

MAJOR TRAITOR GUARD UNITS

5TH COLUMNUS	Presence confirmed-Belis Corona
666TH REGIMENT OF FOOT	Confirmed presence - Cadia
DISCILIAN APOSTATES	Unconfirmed
JENEN IRONCLADS	Major presence - Kromat system
SENTREK FREEMEN	3 suspected sightings - Barisa system
THE TRAITOR 9th	Significant presence - Kantrael system
UBRIDIUS LIGHT INFANTRY	Major presence-Cadian sector
VOLSCANI CATAPHRACTS	Active-Cadia

++CONTINUED IN FILE IO/57++

ESTIMATED MUTANT HORDES

THE ANOINTED OF AQ'SI	6 attacks confirmed - Belisar system
THE SHYIS'SLAA	Linked to cult uprisings - Albitern system
THE STIGMATUS COVENANT	Significant presence - Mackan system
THE UNSANCTIFIED	Unconfirmed involvement-Bar-el system

++CONTINUED IN FILE DE/80

RECORDED TRAITOR FLEET UNITS

+Estimated Traitor Fleet Assets

BATTLE FLEETS	est. 38
BLACKSTONE FORTRESSES	2
'WOLF PACK' SQUADRONS	est 19

+Battlefleets of Note

THE GRAND FLEET OF THE DESPOILER	7 Battleships 13 heavy cruisers est. 23 cruiser squadrons est. 30 escort squadrons
THE FLEET OF KOSOLAX THE FORESWORN	1 Battleship 3 cruiser squadrons 8 escort squadrons
THE PLAGUE FLEET OF TYPHUS, HERALD OF NURGLE	Terminus Est 2 Battleships 3 heavy cruisers 5 cruiser squadrons est. 12 escort squadrons

+Vessels of Note

PLAGUECLAW	Unknown class
DARKBLOOD	Styx class heavy cruiser
PLANET KILLER	Undesignated class capital vessel
MERCILESS DEATH	Despoiler class battleship
FORTRESS OF AGONY	Despoiler class battleship

++CONTINUED IN FILE WW/33++

file ref. ET/398/X9344w ref. Force dispositions Ocularis Terribus war zone
There is only the Emperor, and he is our shield and protector.

THE ENEMY WITHIN

'A destiny unfolding, marred by weakness and mutation.'

Despite the constant alien assaults and the incessant wars wracking the Imperium, some of the wisest maintain that the greatest threat to the survival of the human race comes not from without, but from within.

A BETRAYAL OF FAITH

All over the Imperium there are hidden cults, clandestine organisations dedicated to the worship of the Dark Gods of Chaos. Thriving in troubled and uncertain times, these cults are as varied and diverse in practice as are the planets on which they can be found. A strong warrior cult on a feral world might lead to worship of the Blood God, while a pursuit of knowledge on the most civilised of worlds can eventually be twisted into the study of dark magics best left untouched. Often veiled under a more comely guise, such as a militia group or religious following, the cults seek to gain power or influence. According to Imperial law, joining in on such debased activities is the most heinous of heresies and is considered a betrayal of Mankind, a crime against one's own species. Being caught in any association with even the fringe elements of a Chaos cult is a death sentence.

Once it has begun, the corruption of a cult can spread like an infectious disease, the victims of doubt becoming the new evangelists of heresy, tempting the ignorant with promises of easy power. Chaos cults incite revolt among the masses, or work their way into governmental organisations to snatch control from within. Whole worlds are plunged into unrest or anarchy. Such actions have great ramifications and not just for the planet itself, but for all the Imperium.

When freed from the righteous restraints imposed by the Imperium, populations will develop psykers more frequently, releasing a growing vortex of psychic energy that tears at the fabric of the multiverse. If allowed to go unchecked, the emanations of such an agitated population can produce a Warp rift that will engulf a planet in a tide of Daemons, or perhaps even create another substantial gateway from which the perils of Chaos can further invade the galaxy. Small wonder that when the Inquisition finds evidence of a deep-rooted cult, they would rather subject an entire world to Exterminatus than let the situation escalate.

A BETRAYAL OF BODY

Accompanying the cultist down the path to ruination is the mutant. In all but a handful of cases, mutants are a danger to the Imperium. Some mutants, such as the genetically engineered Navigators, are both stable and accepted; however, most are neither. Once, mutations were associated with known causes – leaking reactors, or extreme environmental zones, such as high gravity mining worlds or planets seared by strange stars. Some continue to attempt rational explanation for the rise in mutants, but it is not a rational age. Mutants are associated with the disfiguring effects of the Warp, and their unnatural features are generally considered physical proof of either open worship of the Dark Gods or membership in a secret cult. Feared and shunned for their deformities, mutants are an underclass, deviants that must hide from ordinary folk. A dark secret kept hidden from prying eyes, mutation is a scourge upon Mankind, a woeful reflection of the evolutionary process.

A BETRAYAL OF MIND

As widespread and calamitous as mutation of the body may be, it is in the mind of Man where the greatest peril lies. With mutated minds able to wield the unnatural power of the Warp, psykers are only tolerated when safely harnessed within Imperial organisations, and even then they are always watched and rarely trusted. After all, the source of psychic power is the Realm of Chaos, and therefore, perilous above all else. All psykers offer Daemons the chance to enter the material world, their mere presence destabilising the structure of all actuality. The Imperium must be ever vigilant, lest the hellish denizens of the Warp overrun realspace at Mankind's unconscious beckoning. Such is the true threat of the enemy within.

SUFFER NOT THE WITCH

The Imperium has become increasingly severe. Sanctioned persecutions are given free rein and witch-hunts have become more frequent. On many planets, suspicion is everywhere, and a life steeped in doubt and mistrust is the norm. Citizens make an elaborate show of their loyalty to the point where it has become a meaningless ritual, the act of looking devoted far outstripping any accomplishment. All live in fear of indictment, a fear made palpable by merest rumours. Which fellow toiler, which prefect or shuffling menial, is hiding some monstrous growth? Which one is a disguised Inquisitorial henchman? Which one is scrutinising you?

Even the slightest lapse in the harsh regime of vigilance imposed by the iron hand of the Adepts of the Imperium can result in the spread of cultists, mutation and psyker activity, all of which, ultimately – inevitably even – can only end in Daemonic manifestation. It is doubtless true that some innocents must perish with the guilty, some who might aid the cause are instead slain by it, but any means justifies an end so vital and so endangered.

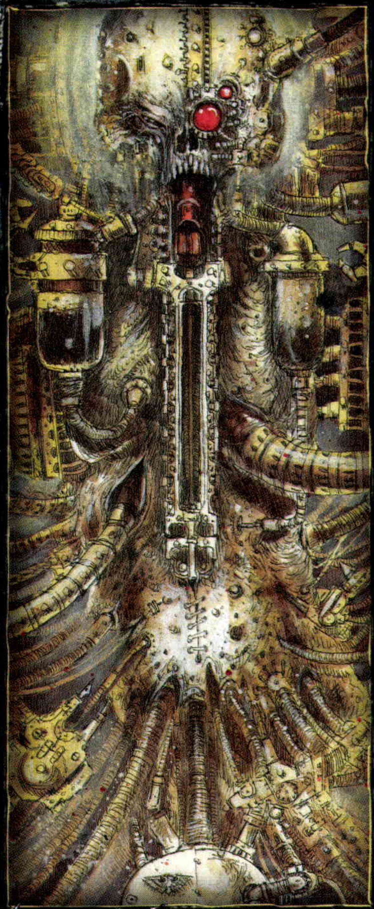
THE GATHERING DARK

Everywhere, the foes of humanity gather, preparing themselves for the coming apocalypse. Aliens, whether barbaric plunderers, ancient powers, upstart usurpers, or voracious monsters, all clamour for a morsel of flesh, a lick of blood from the great carcass that is the Imperium. More insidious than xenos invasion is Mankind's own corruption, those who would betray their own species for promises of power or material gain. Some are only beginning to walk the path of the traitor, whilst others knowingly sold their souls long ago to the horrors that lurk beyond the veil of the material universe.

From the shifting seas of the Warp come Daemons, the ultimate doom bringers. They are entities whose bodies are not fashioned of flesh and blood and their cravings are not those of mortals. They draw hatred and greed for breath and their food and drink is the terror and ambition of Man. They are never sated. The abominations from the Warp will not rest until they have consumed not just Mankind, but the universe as well. All will be ruin; all will be Chaos.

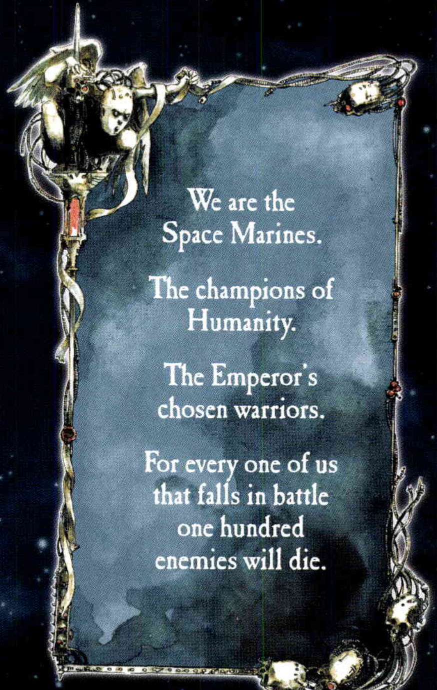
Although this may be Mankind's darkest hour – all is not lost. While the will of the Emperor is still bound within the Golden Throne, there yet shines a light in the darkness. Though it is but a lone beacon surrounded by the blackness of the eternal void, it is Humanity's call to arms, and it echoes across the galaxy. Where hope has been abandoned, single-minded faith and blind devotion must serve instead. And it cannot be denied that the Imperium of Man still endures.

Though already bathed in the blood of unremembered heroes beyond count, more is needed. New heroes must arise, new blood must be spilt. For 10,000 years the Imperium has held together, surviving an age of endless war that has escalated, intensifying in an ever-rising crescendo of madness and mayhem. Upon a million planets and across the trackless depths of space, the sound of battle rages, and behind it can be heard the sound of Dark Gods laughing…



GUARDIAN OF HUMANITY

Sensing the rising birth rates of human psykers, it was the Emperor who first anticipated that Man was developing into a psychically aware creature. The Emperor was, himself, the most psychically gifted human ever born, and long before he was placed upon the Golden Throne, he knew that without his guidance, those with the newly emerging trait would fall victim to what lurked in the Warp. He had learned what clawed and hungered for the life-essence of sentient creatures and he knew that the Warp fiends would prey upon their untrained minds, or worse still, use them as gateways to enter the material world. He foresaw, as only his mind could, the many mutations that the forces of Chaos would create to pollute humanity's evolution. The only answer the Emperor could foresee was the creation of a harsh new regime: the birth of the Imperium. Vast armadas of Black Ships ply the void, voyaging continuously back and forth between over a million worlds and Terra. Like clockwork, the inhuman gears of Imperial bureaucracy unquestioningly click, without insight, without will. A small price to pay for the survival of the human race…



We are the
Space Marines.

The champions of
Humanity.

The Emperor's
chosen warriors.

For every one of us
that falls in battle
one hundred
enemies will die.

MINIATURES SHOWCASE

Here follows a gallery of Warhammer 40,000 miniatures, detailing the heroes of the Imperium in all their multitudinous heraldry and the enemies of Mankind, from foul xenos to the foot soldiers of Chaos.

COLOURS OF WAR

Citadel miniatures are at the very heart of the Warhammer 40,000 hobby – they are the playing pieces for our games and our avatars upon the tabletop. Each is a tangible artefact into which we pour time and effort, honing our skills and gaining satisfaction from the results. In turn, of course, we are rewarded for our enthusiasm with a collection of beautifully painted miniatures, a testament to our passion and diligence.

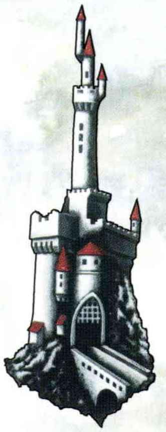
THE JOY OF CITADEL MINIATURES

Warhammer 40,000 hobbyists tend to be individuals with particular qualities, ones who appreciate collecting, assembling and painting fantastically detailed Citadel miniatures. Collecting these extraordinary miniatures involves a lot more, however, than merely spending money and accruing models – it encompasses the opportunity to own something that has inherent value to you; something joyful that you can devote enthusiasm and craft to. Any bright-eyed hobbyist who has excitedly bought, assembled and painted his first Citadel miniature would be able to relate how satisfying it is. Not just because they are now the owner of a Space Marine, Ork, Eldar Aspect Warrior or so on, but because that model (their model) has been carefully assembled, painted and put on display. And that is the magic of it – these models become your models. 'My army' is how many collectors describe the force they are readying for battle at their gaming club or hobby centre, and that sense of ownership aptly describes a portion of the joy and excitement we feel as we build our collections. When you invest time, effort and craft into your miniatures collection, it becomes something to be proud of, something to cherish – and that is at the very centre of the Warhammer 40,000 and, indeed, the entire Games Workshop hobby.

So, what you will find over the next sixty or so pages are some incredible examples of Citadel miniatures, painted by the world-famous 'Eavy Metal team. These are Citadel miniatures at their very best – painted with unstinting devotion to the background of the Warhammer 40,000 universe and an incredible eye for detail. Building a collection of such models is a chance to indulge your own passion for the Warhammer 40,000 universe. Who amongst us hasn't read about the heroism of a particular character or army, and then wanted to recreate it on the tabletop? Who hasn't been inspired by the phenomenal artwork throughout this rulebook or one of the codexes and wanted to own the subject for themselves?

Collections of Citadel miniatures are exciting to own, to arrange into armies and to enlarge, but the collecting bug, so far as wargames playing pieces are concerned, isn't exactly something new. It far outstrips the three-or-so decades for which Citadel Miniatures and Games Workshop have existed – in fact it stems back through time and into antiquity. There is evidence to suggest that simple toy soldiers existed in the time of ancient Egypt, and certainly by the time you reach the Victorian era, tin, pewter and lead miniatures were a fairly commonplace plaything for discerning young men (and, indeed older men whose sense of humour and adventure were still intact). The fabulous Citadel miniatures that we possess today owe a great debt of heritage to those somewhat cruder forefathers, and without a doubt, they are worthy inheritors to the dynasty. Sculpted, as they are, by the incredibly talented Citadel Miniatures design team, moulded and cast with the best possible technological innovations and then painted by keen hobbyists with an appreciation for the detail, character and imagery of Warhammer 40,000 universe, Citadel miniatures truly are at the cutting edge of the wargaming hobby.

CITADEL MINIATURES



Back in the mists of time (or the late 1970s, to be more accurate) Citadel Miniatures was formed as a sub-division of Games Workshop, dedicated to making and selling wonderfully detailed and evocative fantasy miniatures. Over the years, as Games Workshop has flourished, the nature of the miniatures has changed somewhat, but the uncompromising devotion to detail practised by the Citadel Miniatures design team remains unchanged. In the earliest years, Citadel miniatures were cast exclusively in pewter, but as the technology available has evolved, so has the ability of Games Workshop to produce even more functional and detailed miniatures. Now, most of the models made and sold by Games Workshop are cast in plastic, enabling hobbyists to easily and effectively build their miniatures, swap components across kits and make conversions with the utmost ease. Other models in our range are now cast in Citadel Finecast – a specially formulated resin that enables our talented mould makers to capture every conceivable detail, producing models that are as close to the original sculpts made by our design team as possible.

Citadel miniatures are always designed with three principles in mind: that they be sensational-looking gaming pieces, a pleasure to paint and, perhaps most importantly of all, that they embrace and express the rich and evocative imagery of the Games Workshop universes.

'EAVY METAL

The 'Eavy Metal team are a world-renowned band of elite painters – arguably the finest assembly of figure painters to be found anywhere. Formed in the early 1980s expressly to paint Games Workshop's Citadel miniatures for display in White Dwarf magazine and other printed material, the 'Eavy Metal team has become one of the best-recognised and most admired teams within Games Workshop. Every day, 'Eavy Metal labours to produce the best-painted miniatures possible, masterpieces that can withstand the close-up, high-resolution photography required by modern publication and the rigours of online display. Each model painted is a labour of love, and an expression of skill and craftsmanship. The incredible paint jobs you can see within this tome, as well as throughout our codexes, expansions, supplements and on the Games Workshop website, each bear mute testament to the 'Eavy Metal team's incredible skill.

For the brush-wielding veterans of the 'Eavy Metal team, every miniature is a canvass onto which they can demonstrate their hard-earned talents and the quality of the miniature underneath. While most of us hobbyists cannot achieve such extraordinary feats of painting (at least, not without countless hours of practice), that doesn't mean we can't enjoy and be inspired by them!

THE CITADEL MINIATURES HALL

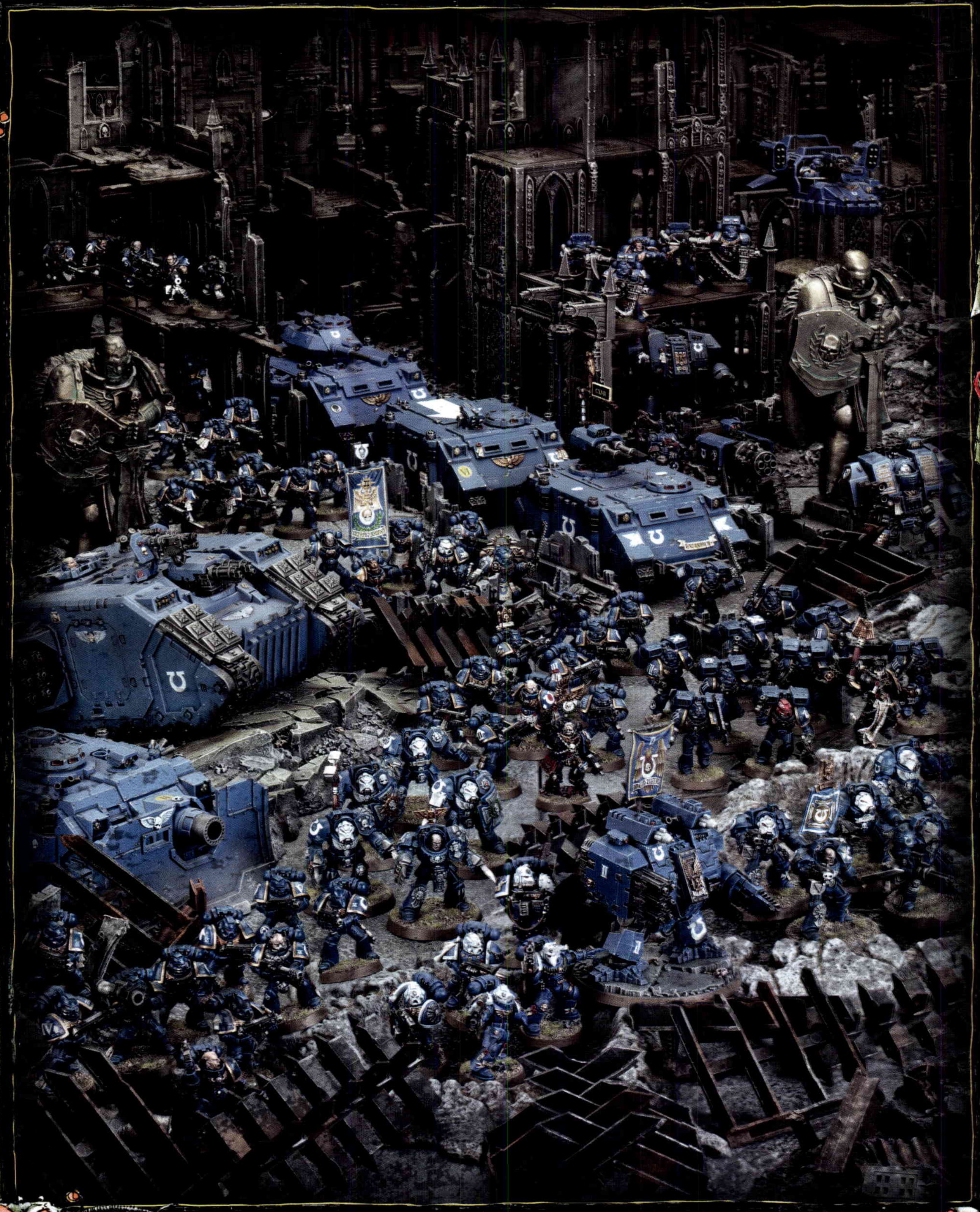
The Warhammer World Miniatures Hall holds Games Workshop's premier collection of Citadel miniatures. Within the Miniatures Hall, thousands of models painted by the elite 'Eavy Metal team line hundreds of feet of brightly lit shelves. The Design Studio collection, in its entirety, is available to view (when the models aren't being put through their paces in our photography studio, which happens from time to time). Many hobbyists remark that seeing such a large selection of phenomenally painted models in the flesh is singly impressive – the guest book, signed by visitors from across the globe, certainly attests to the joy that fellow hobbyists share when they have the chance to spend an hour or so enjoying the models.

As well as the newest additions to the Design Studio collection of Citadel miniatures, the hall boasts an impressive selection of relics from the early years of Games Workshop history. These include classic dioramas and models – enough to stir the memory of the oldest hobbyists. All these brush shoulders with specially selected 'guest displays', that feature models painted by hobbyists from around the world, whose models have caught the eye of the Warhammer World events team. The hall also hosts impressive art displays that are regularly updated. These display the artwork, concept art and imagery that has inspired the miniatures they share the hall with, giving a fascinating insight into the birth of the Citadel miniatures.

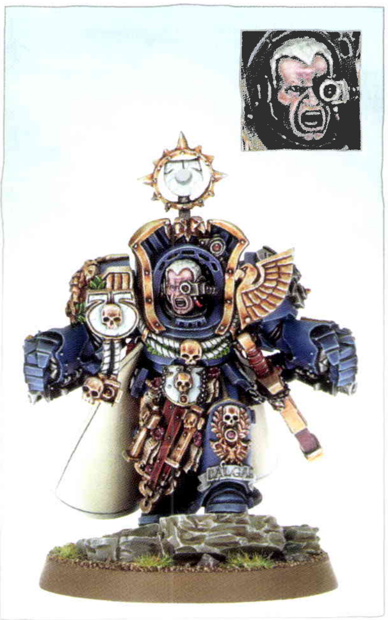
DEFENDERS OF THE IMPERIUM

SPACE MARINES

The Angels of Death, the Champions of Mankind, the Adeptus Astartes.



Ultramarines Captain
Cato Sicarius



Marneus Calgar,
Master of the Ultramarines

Honour Guard bearing the Ultramarines Chapter Banner

Ultramarines Master
of Recruits

Ultramarines Captain

Ultramarines
Chaplain Cassius

Ultramarines
Master of the Fleet

Tactical Marines from the Ultramarines 2nd Company

Ultramarines Techmarine wearing a servo-harness, accompanied by a Servitor

Ultramarines Chief Librarian Tigurius

Ultramarines Assault Marines

Ultramarines Assault Terminators

ULTRAMARINES

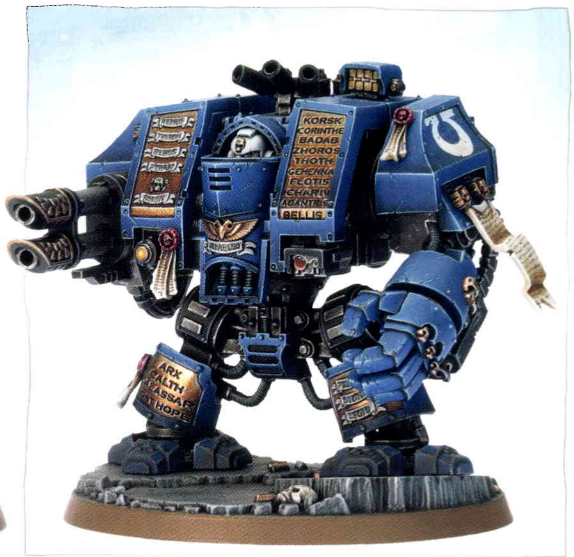
Ultramarines Command Squad

Ultramarines Librarian

Ultramarines Sternguard Veterans

Ultramarines Terminator with assault cannon

Ultramarines Terminator Sergeant



Ultramarines Venerable Dreadnought

Ultramarines Sergeant Telion

Ultramarines Scouts

Ultramarines Chaplain

Black Templars Chaplain Grimaldus and Retinue

The Emperor's Champion

High Marshal Helbrecht of the Black Templars

Black Templars Sword Brethren

Salamanders Ironclad Dreadnought

Forgefather Vulkan He'stan of the Salamanders

Salamanders Company Champion

White Scars Vanguard Veteran

Kor'sarro Khan of the White Scars

Captain Darnath Lysander of the Imperial Fists

Shadow Captain Kayvaan Shrike of the Raven Guard

The Legion of the Damned

Crimson Fists Apothecary

Chapter Master Pedro Kantor of the Crimson Fists

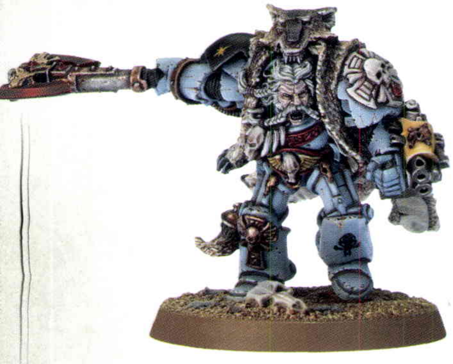
Chapter Master Pedro Kantor leads his warriors through the ruins of New Rynn City.

SPACE WOLVES

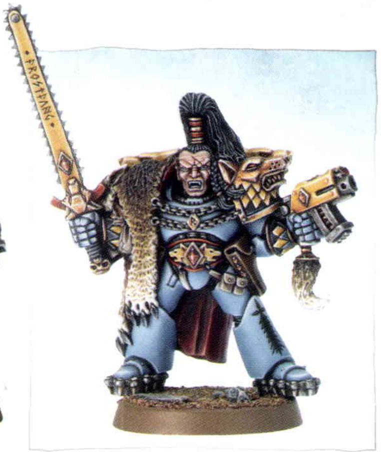
The Sky Warriors, the Sons of Russ, the Brotherhood of the Fang.

Canis Wolfborn

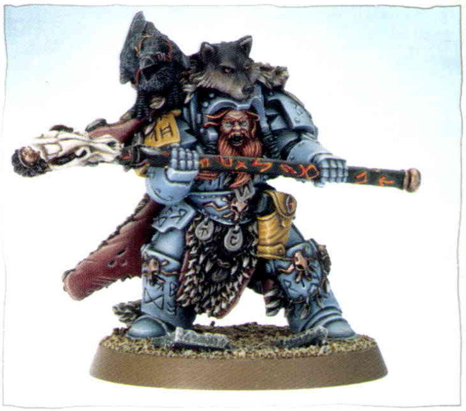
Wolf Lord on Thunderwolf



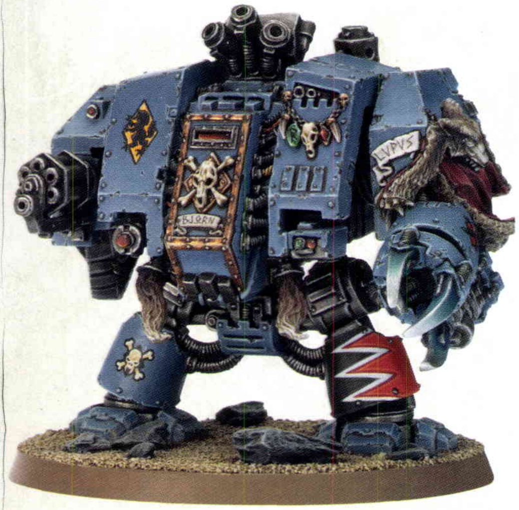
Logan Grimnar, the Great Wolf



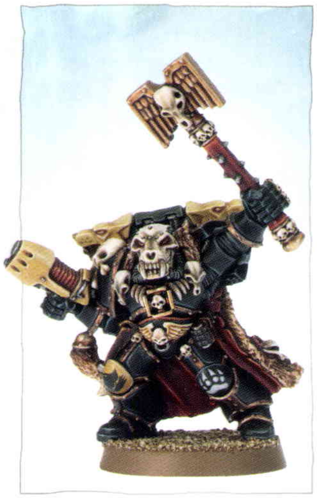
Wolf Lord Ragnar Blackmane



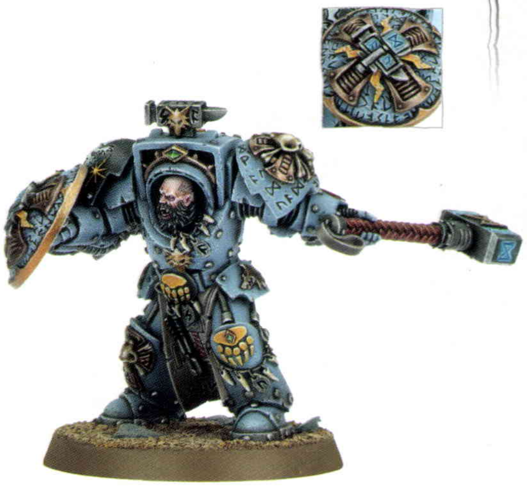
Njal Stormcaller



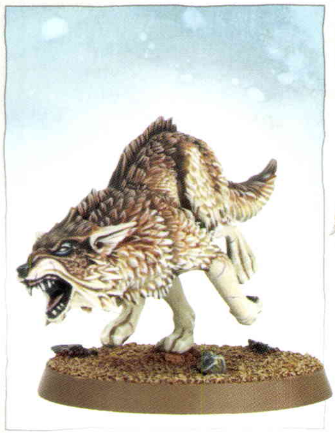
Bjorn the Fell-handed



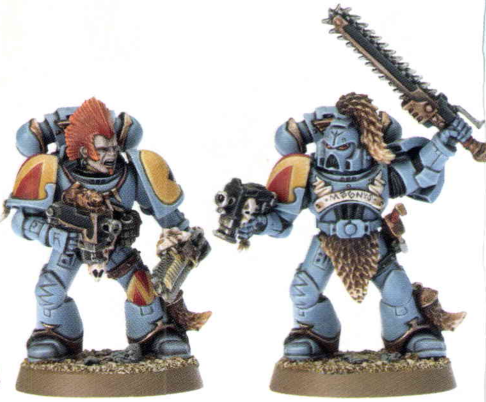
Ulrik the Slayer



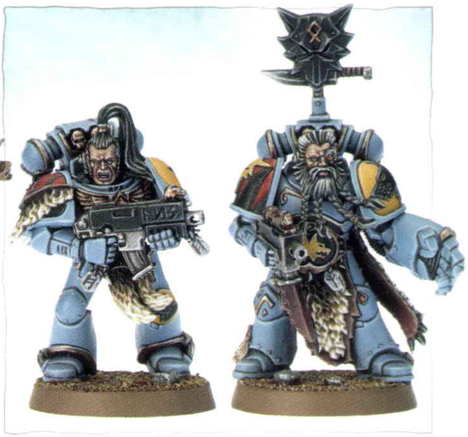
Arjac Rockfist, Anvil of Fenris



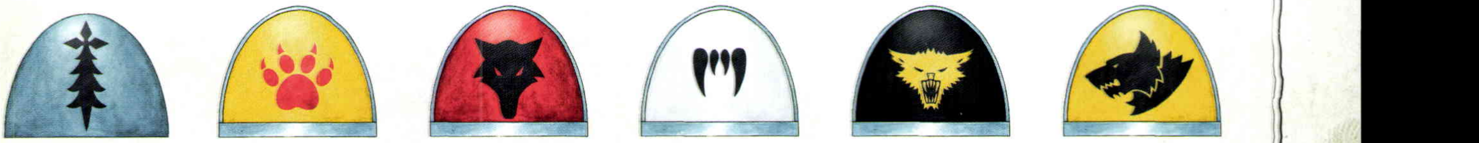
Fenrisian Wolf



Blood Claws



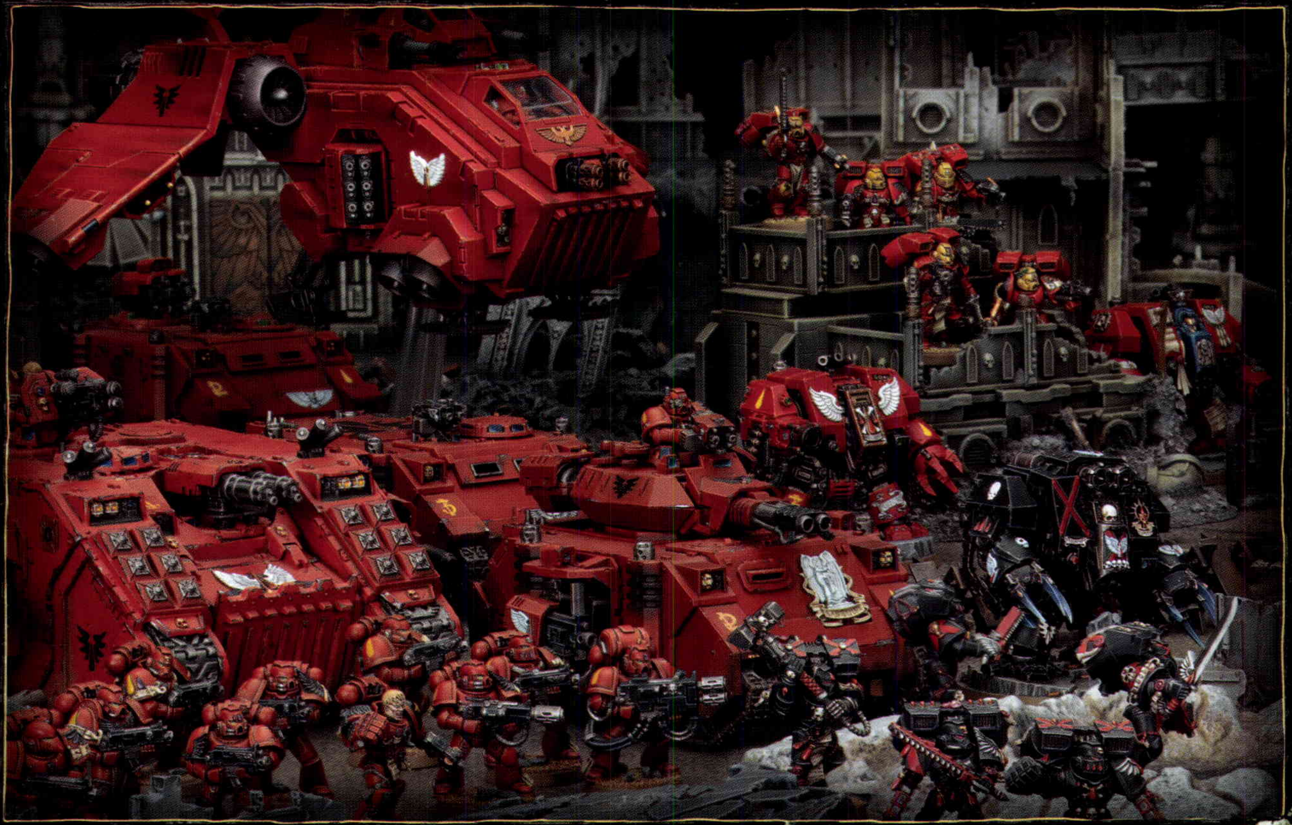
Grey Hunters



Shoulder pads (Left to right): Wolf Scout, Blood Claws, Grey Hunters, Long Fangs, Wolf Guard and Ragnar Blackmane's Great Company.

BLOOD ANGELS

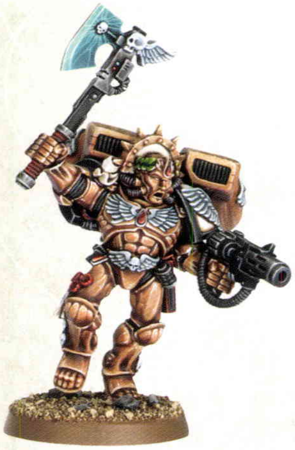
The Warriors of Baal, the Angelic Host, the Scions of Sanguinius.



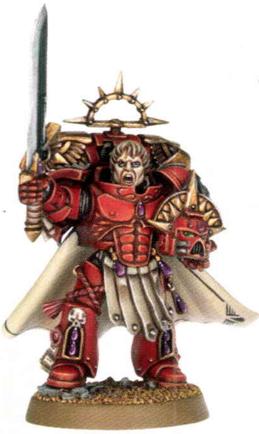
The Sanguinor, Exemplar of the Host

Astorath the Grim

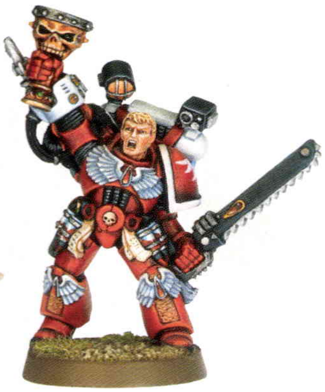
Brother Captain Tycho



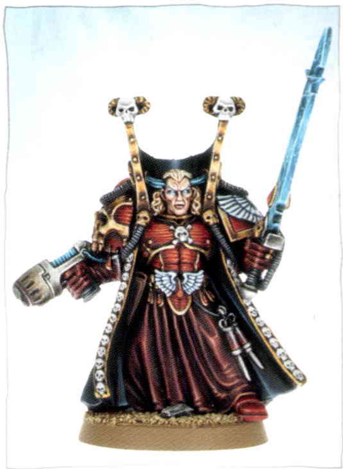
Commander Dante



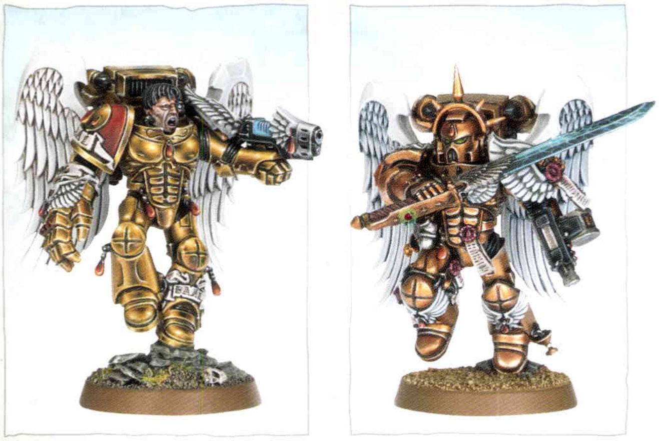
Blood Angels Captain



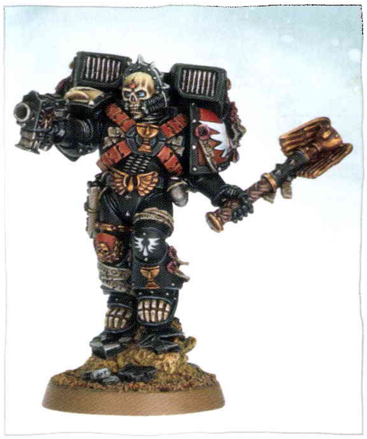
Brother Corbulo



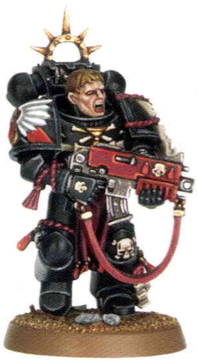
Mephiston, Lord of Death



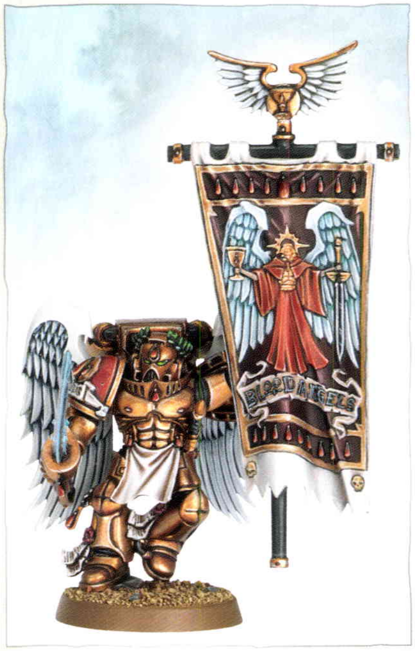
Sanguinary Guards



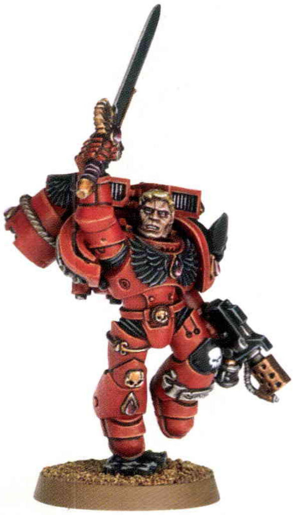
Lemartes, Guardian of the Lost



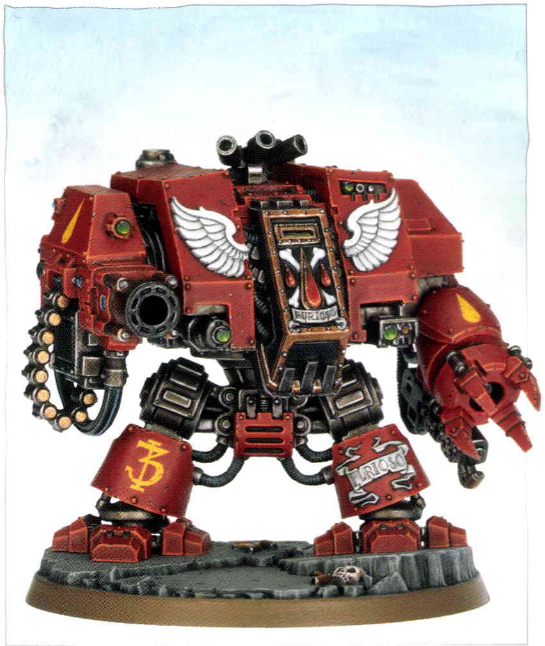
Death Company Marine



Sanguinary Guard standard bearer



Vanguard Veteran



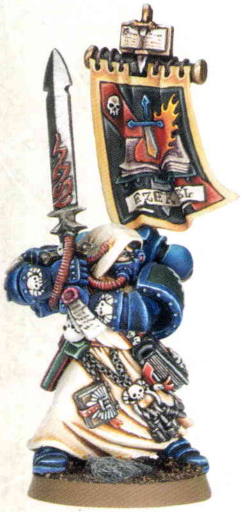
Furioso Dreadnought

DARK ANGELS

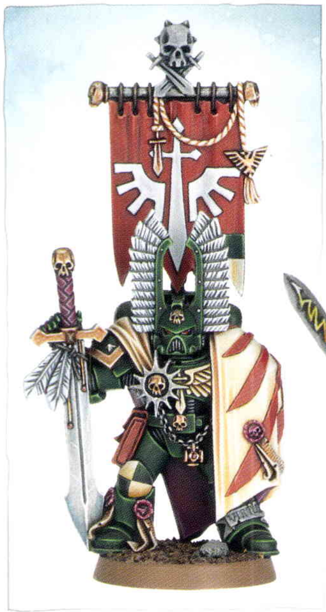
The Sons of the Lion, The Knights of Caliban, the Unforgiven.

Azrael, Supreme Grand Master

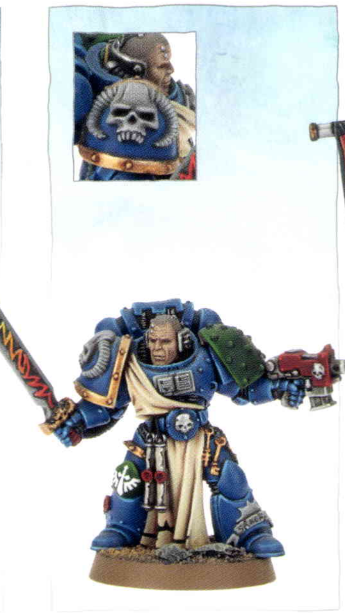
Sammael, Master of the Ravenwing



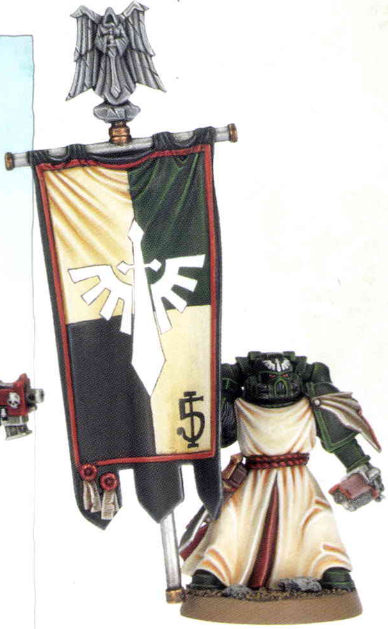
Ezekiel,
Grand Master of Librarians



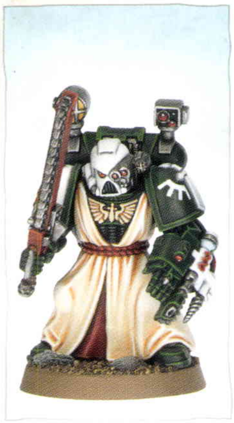
Company Master



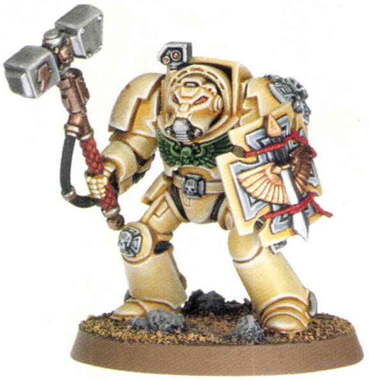
Codicier Librarian



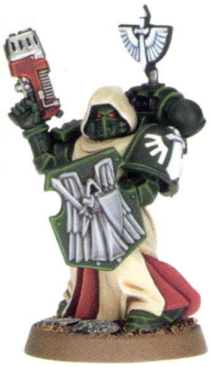
Standard bearer



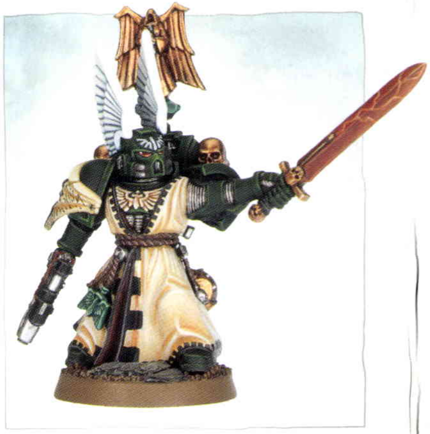
Apothecary



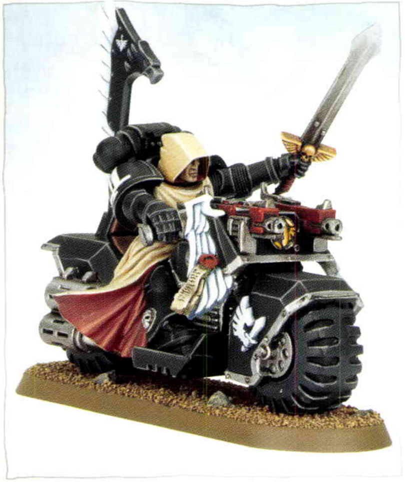
Deathwing Terminator



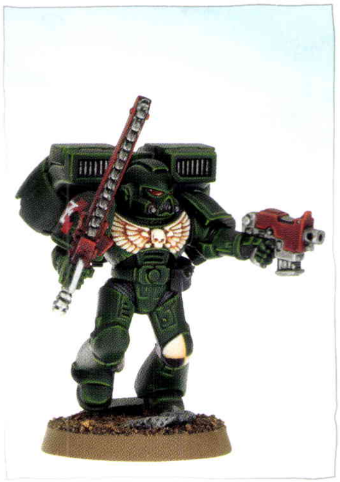
Veteran



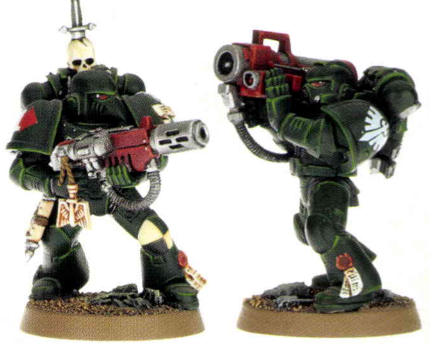
Company Master



Ravenwing Biker



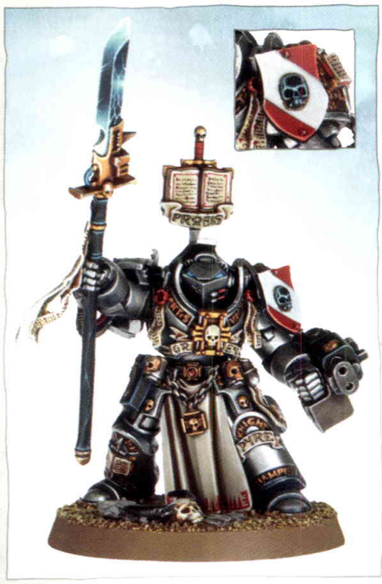
Assault Marine



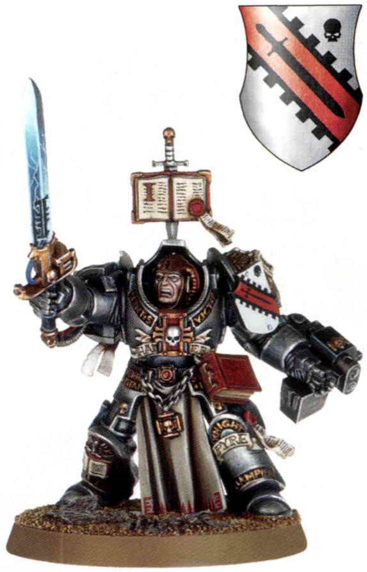
Space Marines

GREY KNIGHTS

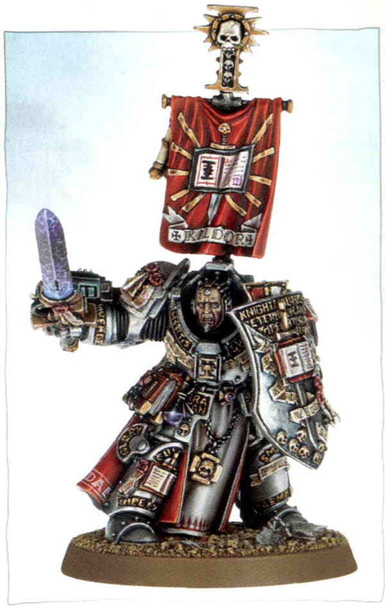
The Army of Titan, the Incorruptible, the Hammer of Daemons.



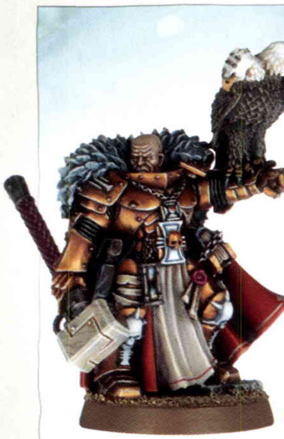
Terminator Justicar



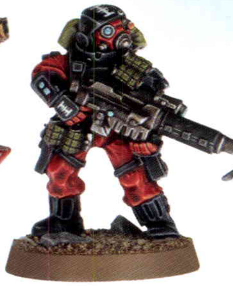
Terminator Justicar



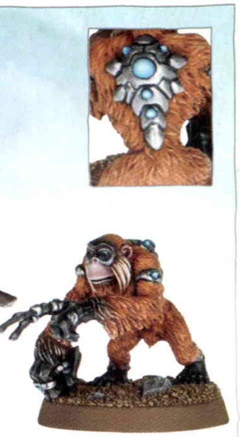
Lord Kaldor Draigo



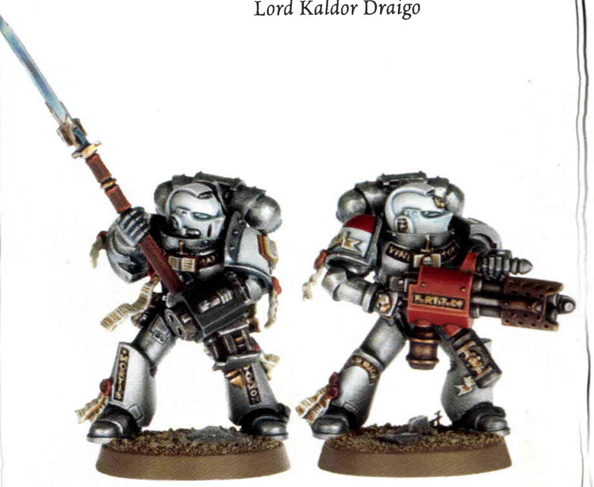
Inquisitor Torquemada Coteaz



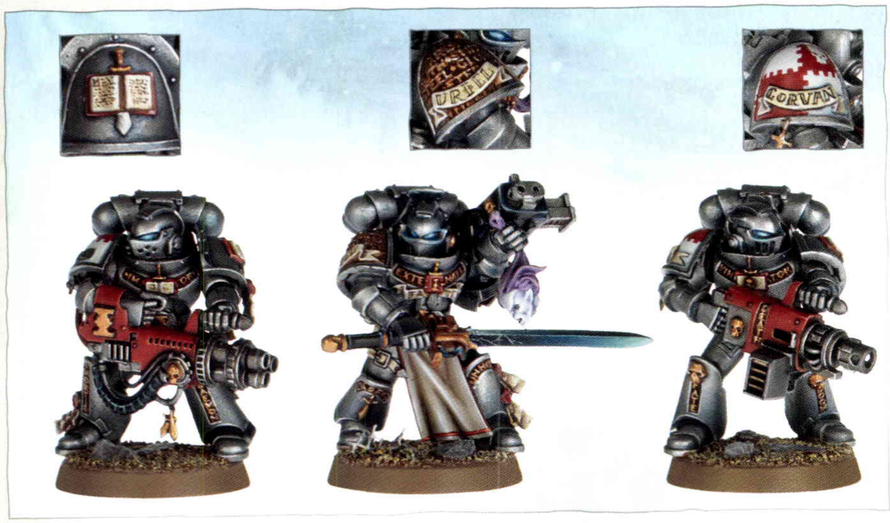
Warrior Acolyte



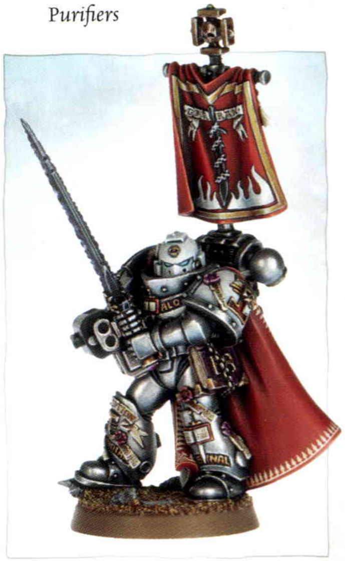
Jokaero Weaponsmith



Purifiers



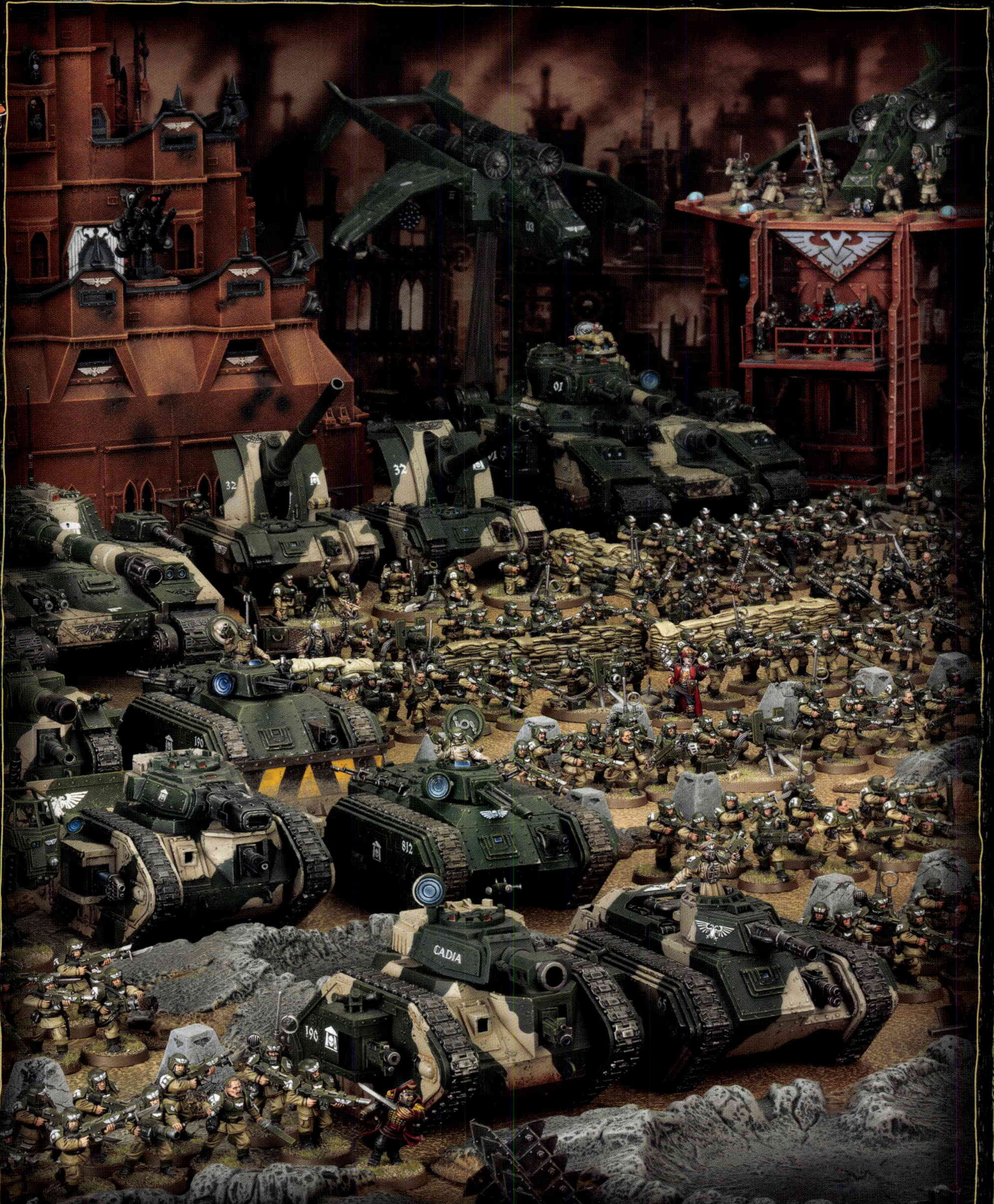
Grey Knights



Castellan Crowe

IMPERIAL GUARD

The Mailed Fist of humanity, the Hammer of the Emperor, the numberless armies of Mankind.



Commissar

Lord Commissar

Regimental Advisors (left to right)
Officer of the Fleet, Master of Ordnance and Astropath.

Lord Castellan Creed and Colour Sergeant Kell

Vox-operator, Company Commander and regimental standard bearer

Cadian Guardsmen

Imperial Guardsmen

Heavy Weapon Team with lascannon

Primaris Psyker

Ogryn

Colonel 'Iron Hand' Straken

Gunnery Sergeant Harker

Catachan Guardsmen Command Squad

Catachan Guardsman

Catachan Guardsman with sniper rifle

Catachan Heavy Weapon Team with heavy bolter

Catachan Scout Sentinel with heavy flamer

With a Leman Russ Executioner as vanguard, a squadron of Cadian tanks scours the ruins of Gorinvast.

TALLARN
673
TALLARN
673

Chimera Armoured Transport of the 673rd Tallarn Desert Raiders regiment

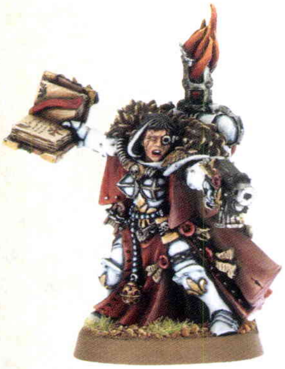
Supported by a Cadian Infantry squad, the Baneblade *Old Irascible* prepares to fire on the foe.

Commissar Yarrick

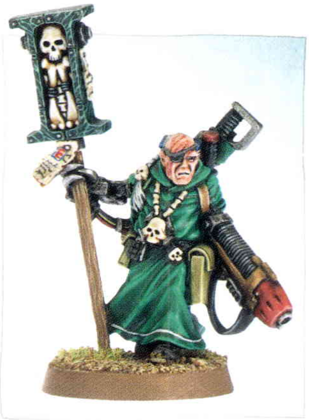
Guardsmen of the Armageddon Steel Legion

Ratling Snipers

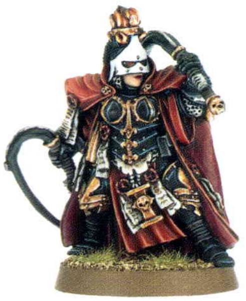
Valhallan Ice Warriors



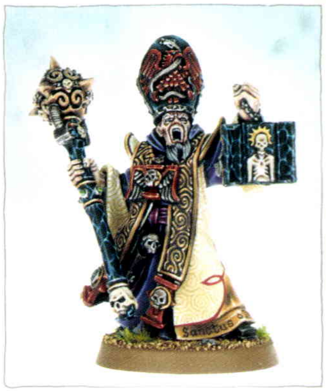
Canoness of the Order of the Sacred Rose



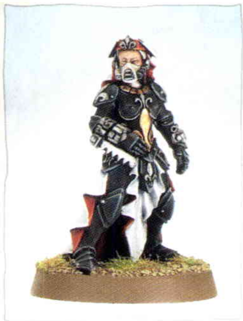
Ecclesiarchy Missionary



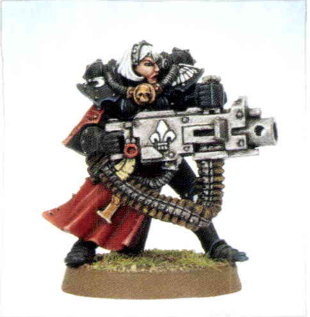
Mistress of Repentance



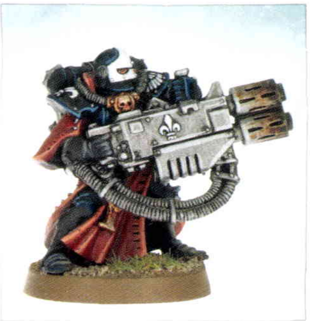
Arch-Confessor Kyrinov



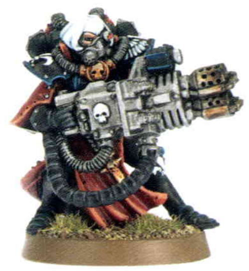
Hospitaler



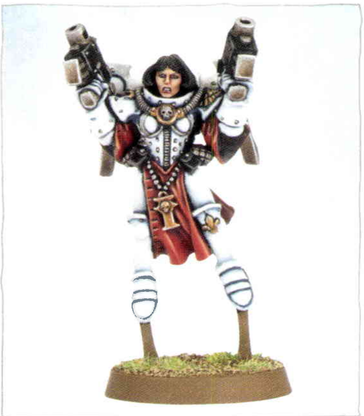
Retributor with heavy bolter



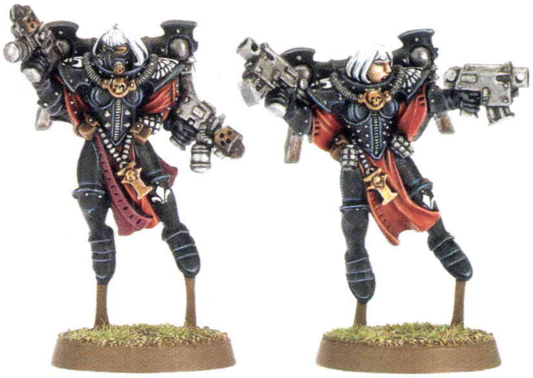
Retributor with multi-melta



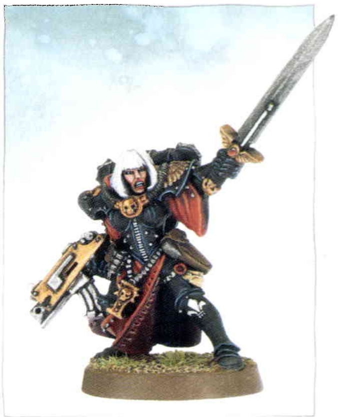
Retributor with heavy flamer



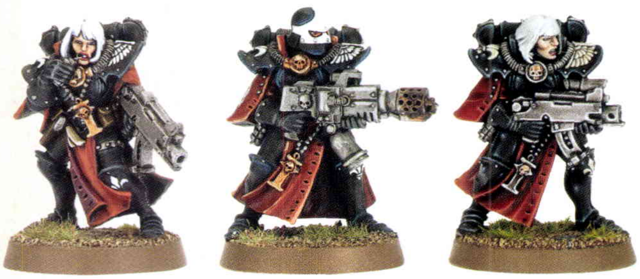
Seraphim of the Order of the Sacred Rose



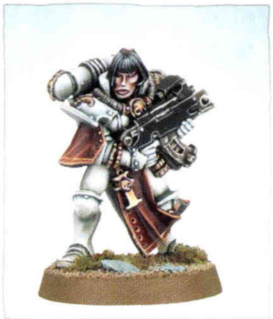
Seraphim of the Order of Our Martyred Lady



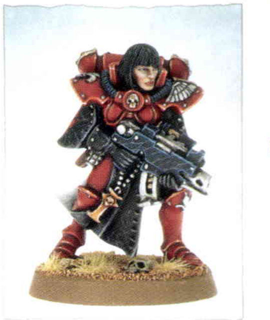
Sister Superior



Battle Sisters of the Order of Our Martyred Lady



Battle Sister of the
Order of the Sacred Rose

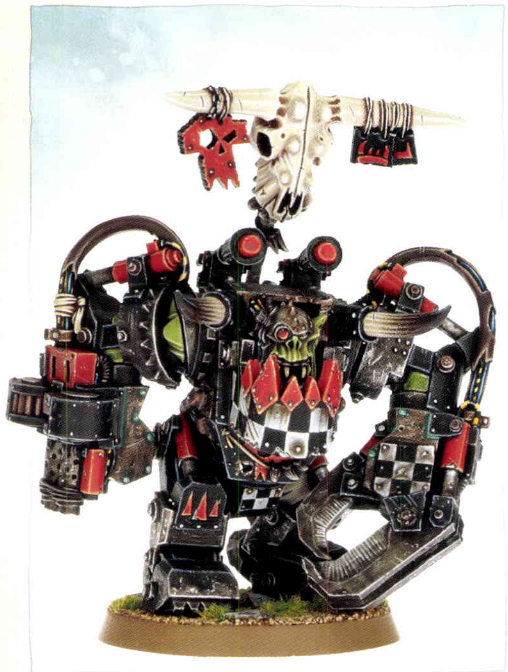


Battle Sister of the
Order of the Bloody Rose

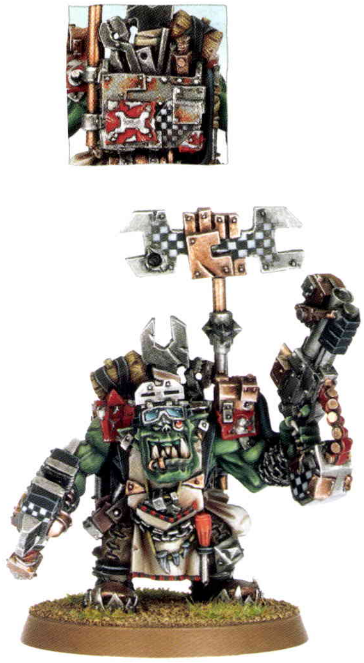
THE ALIEN MENACE

ORKS

The Green Menace, the Great Beast, the Never-ending Waaagh!



Ghazghkull Thraka



Big Mek

Nob with Waaagh! banner

Goff Weirdboy

Big Mek with shokk attack gun

Kaptin Badrukk

Gretchin

Ammo Runts

Evil Sunz Nob

Goff Nob

Stormboy

Blood Axe Kommandos

Boss Snikrot

Boss Zagstrukk

Goff Burna Boy

Goff Tankbuster

Bad Moon Meganob

Death Skull Loota

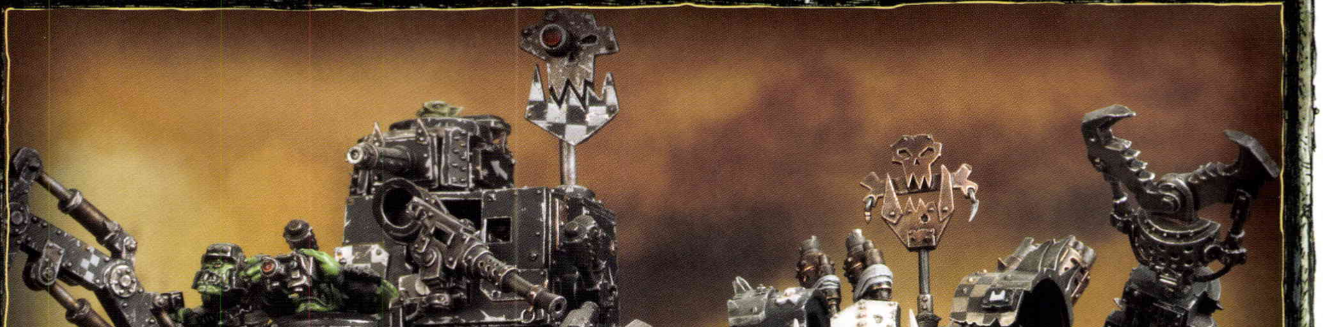
Death Skull Boy

Goff Shoota Boy and Slugga Boy

Evil Sunz Boy

Warbikers

Flash Git

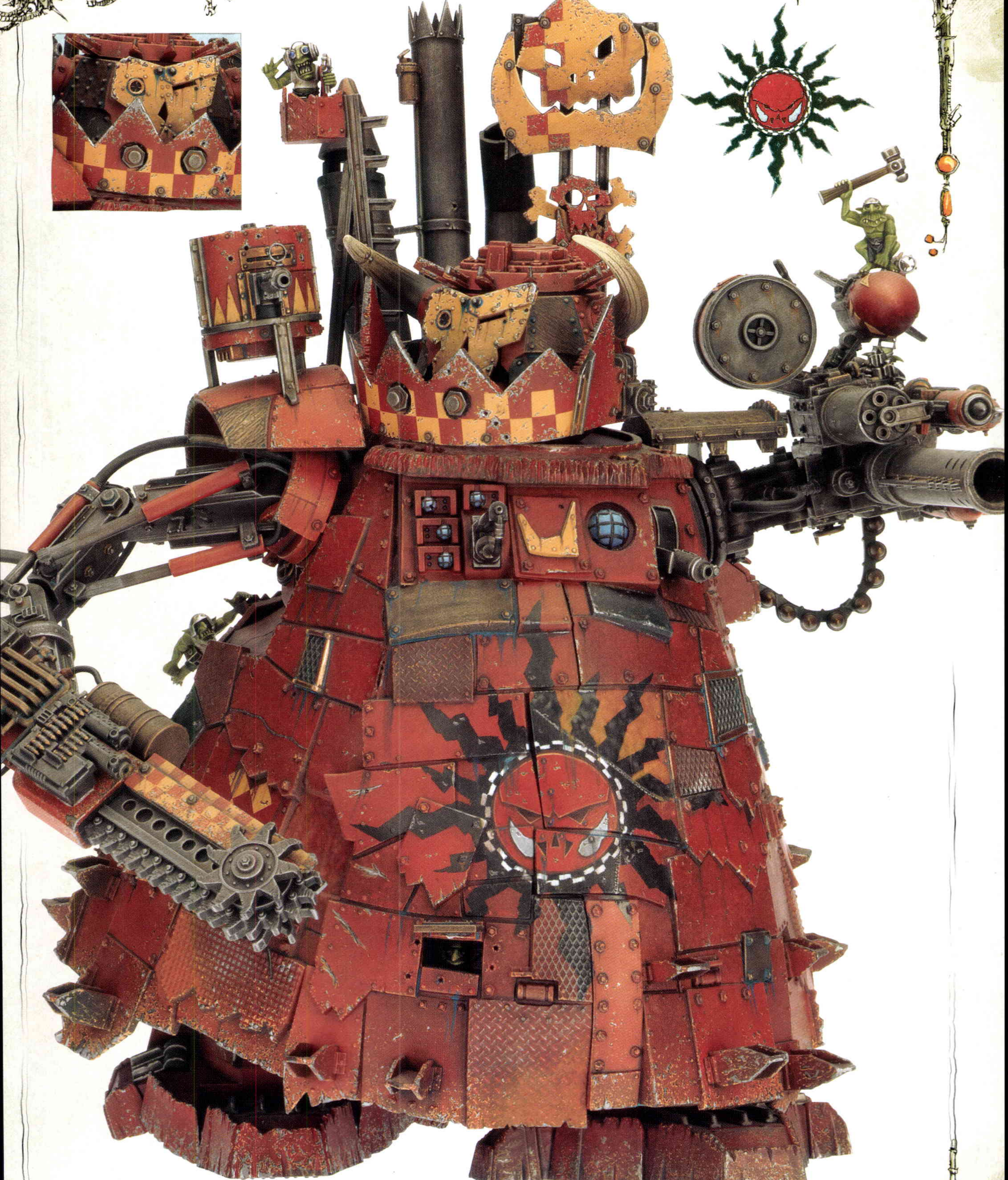


Backed up by a Battlewagon and Deff Dread, the Goffs storm another enemy position.

Goff Killa Kan

Evil Sunz Killa Kan

Blood Axe Battlewagon



Stompa from the Evil Sunz clan

ELDAR

The Children of the Craftworlds, the Warhosts of Asuryan, the Fury of the Stars.

Eldrad Ulthran

Prince Yriel of Iyanden

Autarch of Craftworld Iyanden

Saim-Hann Autarch on jetbike

Saim-Hann Farseer

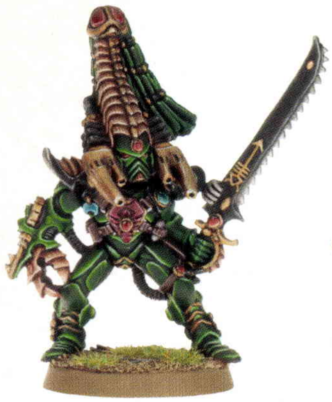
Ulthwé Warlock

Fuegan, Burning Lance

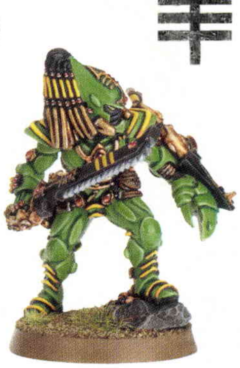
Fire Dragon

Fire Dragon Exarch

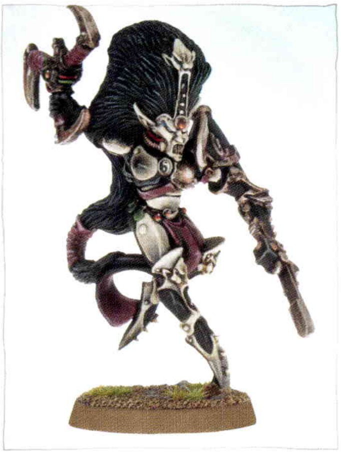
The Avatar of Khaine



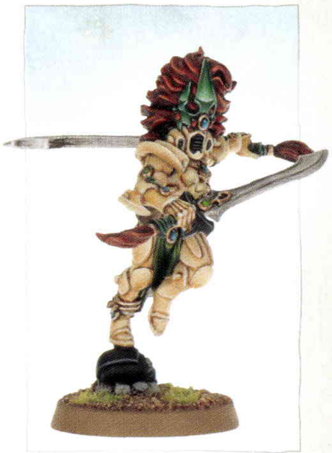
Karandras, Shadow Hunter



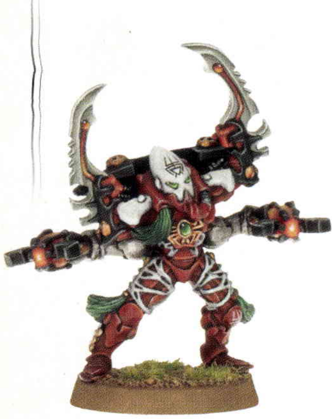
Striking Scorpion Exarch



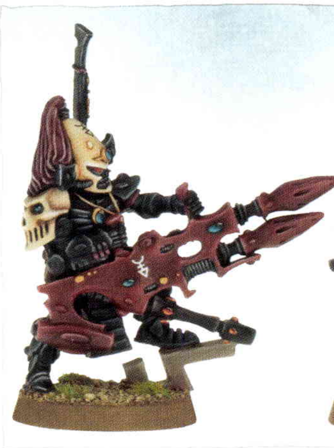
Jain Zar, Storm of Silence



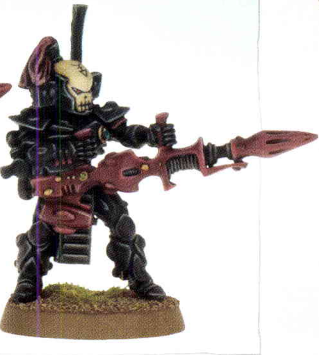
Howling Banshee Exarch



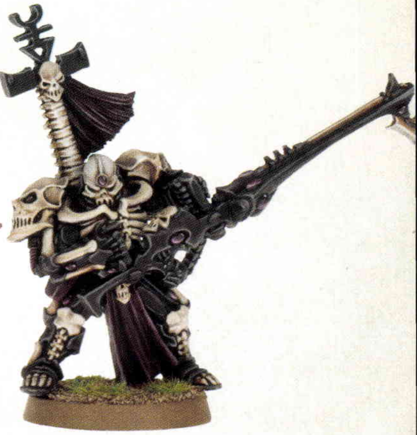
Warp Spider Exarch



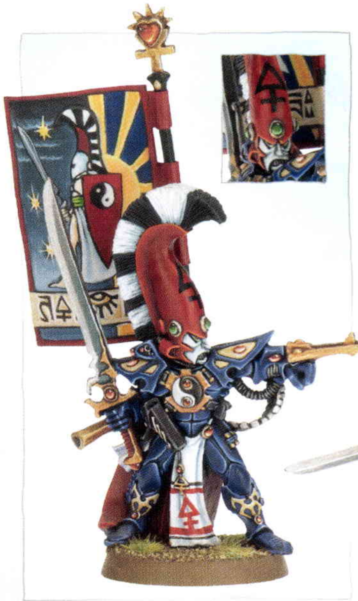
Dark Reaper Exarch



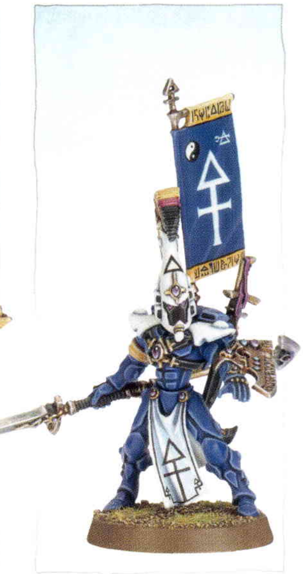
Dark Reaper



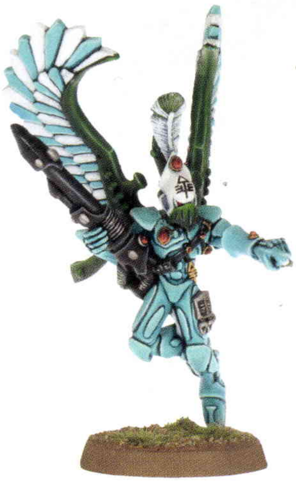
Maugan Ra, Harvester of Souls



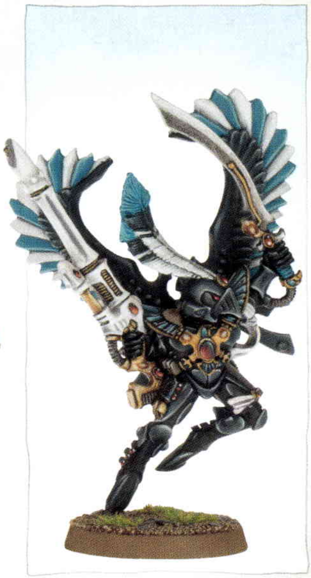
Asurmen, Hand of Asuryan



Dire Avenger Exarch



Swooping Hawk Exarch



Baharroth, Cry of the Wind

Biel-Tan Ranger

Saim-Hann Guardians

Storm Guardians of Ulthwé

Harlequin

Troupe Master

Shadowseer

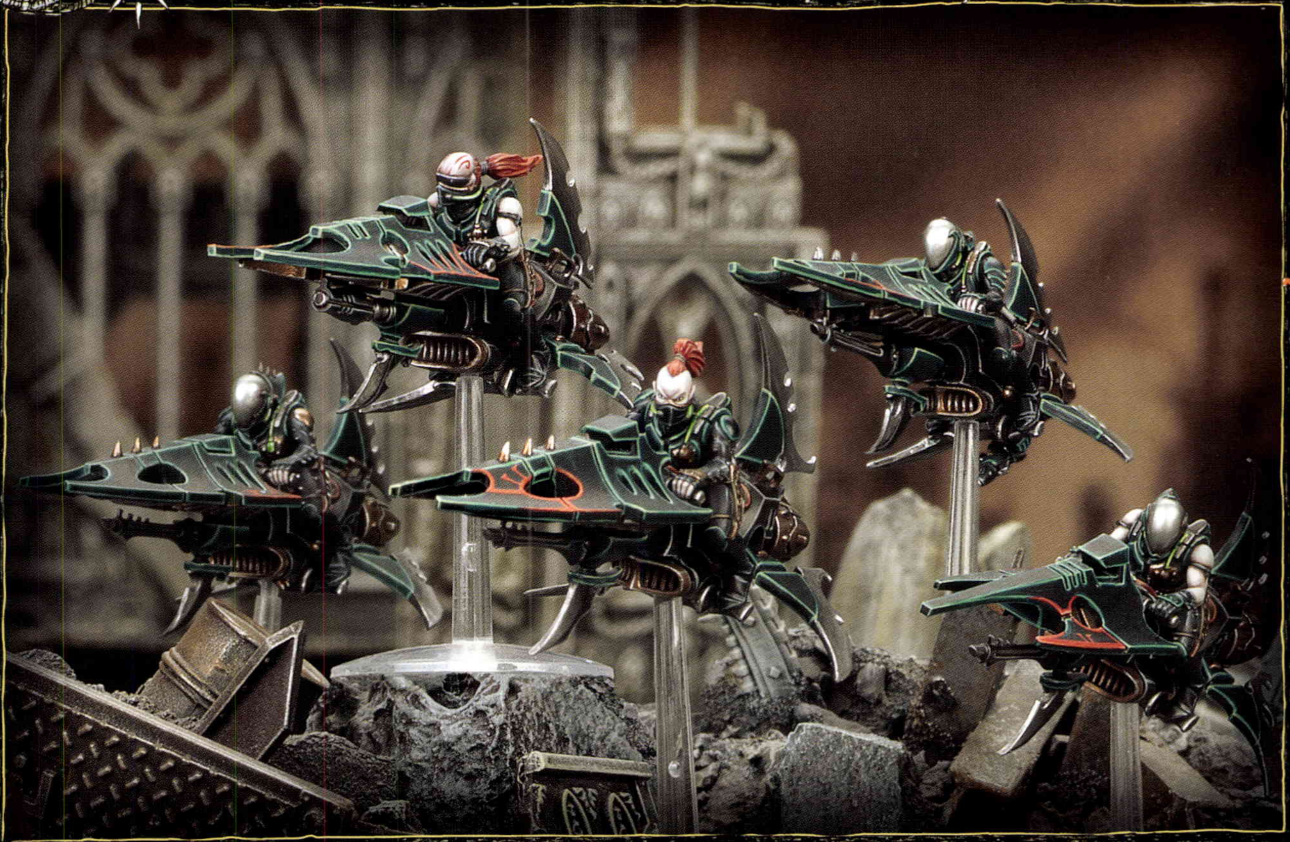
Death Jester

A Saim-Hann Wraithlord stalks a ravaged battlefield.

Biel-Tan War Walker

DARK ELDAR

The Denizens of the Dark City, Murderers without Peer, Evil Incarnate.



Dark Eldar Reavers, of the Jade Dagger, race across the ravaged streets of Lomask hunting down isolated Imperial units.

Beastmaster and Clawed Fiend

Talos Pain Engine

TAU EMPIRE

Warriors of a Fledgeling Empire, Soldiers of the Greater Good, Expansionists of the Eastern Fringe.

Aun'Va, Master of the Undying Spirit, with his Honour Guard

Shas'vre in XV88 Broadside Battlesuit

O'Shovah, Commander Farsight

Commander in XV8 'Crisis' Battlesuit

Ethereal

Aun'shi

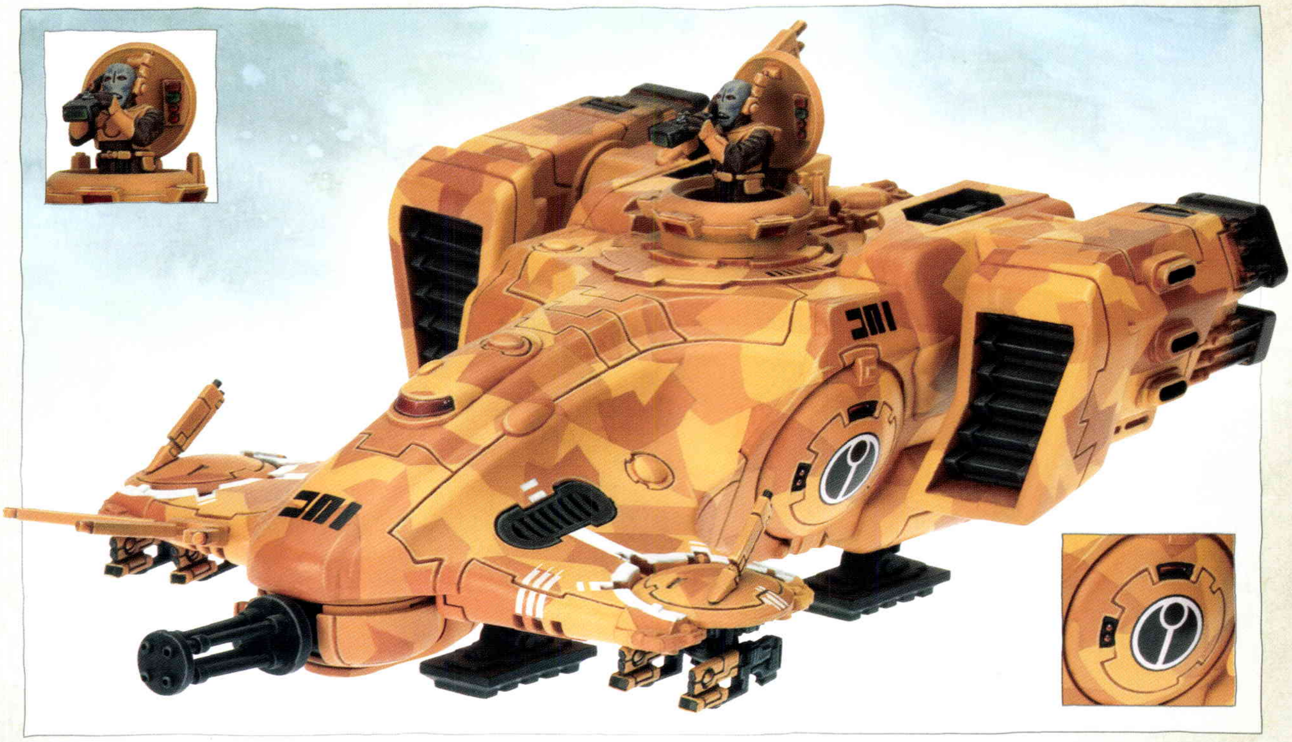
O'Shaserra, Commander Shadowsun

Shas'vre of the T'au sept (left) and Shas'ui of the Sa'cea sept (right), both in XV25 Battlesuits

Fire Warrior with pulse carbine

Fire Warrior with pulse rifle

Fire Warriors



Devilfish of the T'au sept

Piranha of the Ke'lshan sept

Krootox

Kroot Hound

Kroot Carnivores

Kroot Shaper

Vespids

Pathfinder

TYRANIDS

The Hive Fleets, the Voracious Swarm, the Great Devourer.

Venomthrope

Hive Tyrant

Broodlord

Tyrant Guard of Hive Fleet Leviathan

Tyrant Guard of Hive Fleet Behemoth

Genestealers

Ymgarl Genestealer

Tyranid Warrior

Tyranid Warrior of Hive Fleet Leviathan

Tyranid Warrior of Hive Fleet Behemoth

Termagant

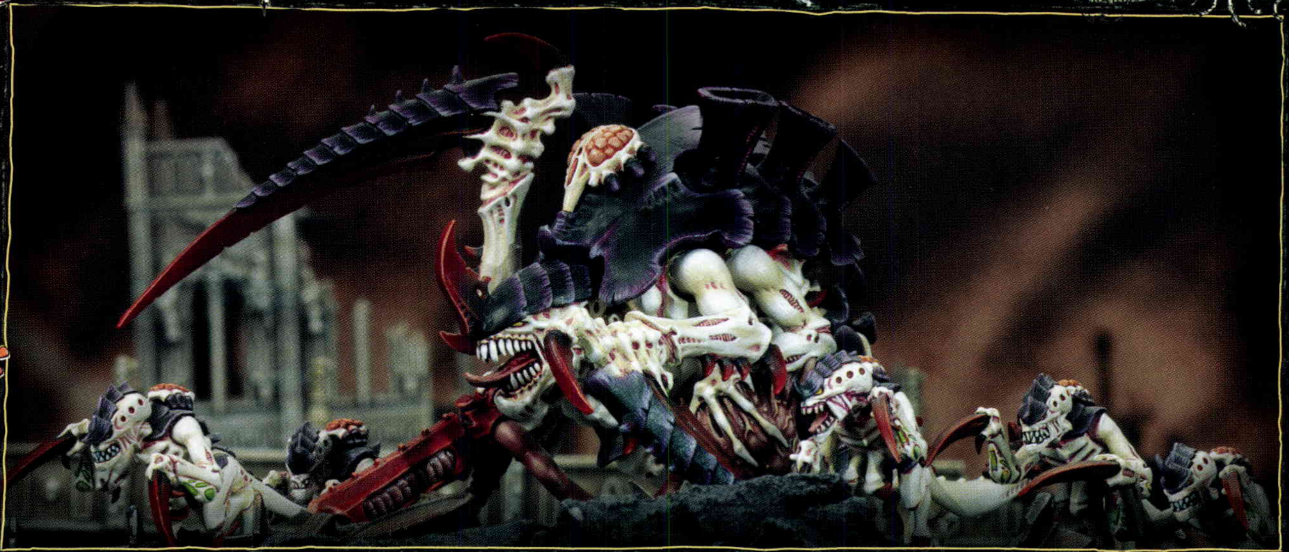
Termagants of Hive Fleet Leviathan

Ravener

Ravener

Trygon of Hive Fleet Leviathan

Hormagaunts



A rampaging Carnifex smashes its way through the ruins of an Imperial city.

Tervigon

Gargoyle of Hive Fleet Kraken

Carnifex of Hive Fleet Leviathan

Zoanthrope

Pyrovore

Ripper Swarm

Spore Mine and Biovore of Hive Fleet Kraken

Hive Guard of Hive Fleet Behemoth

NECRONS

The Army of Aeons Past, the Immortal Conquerors, the Implacable Ones.

Nemesor Zahndrekh and Vargard Obyron

Trazyn the Infinite

Anrakyr the Traveller

Cryptek

Imotekh the Stormlord

Tomb Blade

Catacomb Command Barge

Necron Warriors

Deathmarks

Immortals with gauss blasters

Immortals with tesla carbines

Lychguard from the Charnovokh Dynasty

Lychguards

Triarch Praetorians

Flayed Ones

Heavy Destroyer

A Canoptek Spyder and Triarch Stalker prowl the ruins of Fort Kellenport.

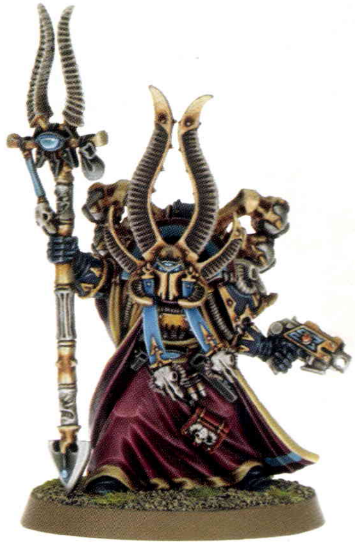
THE GREAT ENEMY

CHAOS SPACE MARINES

The Traitor Legions, the Renegades, the Lost and the Damned.

Abaddon the Despoiler

Fabius Bile



Ahriman

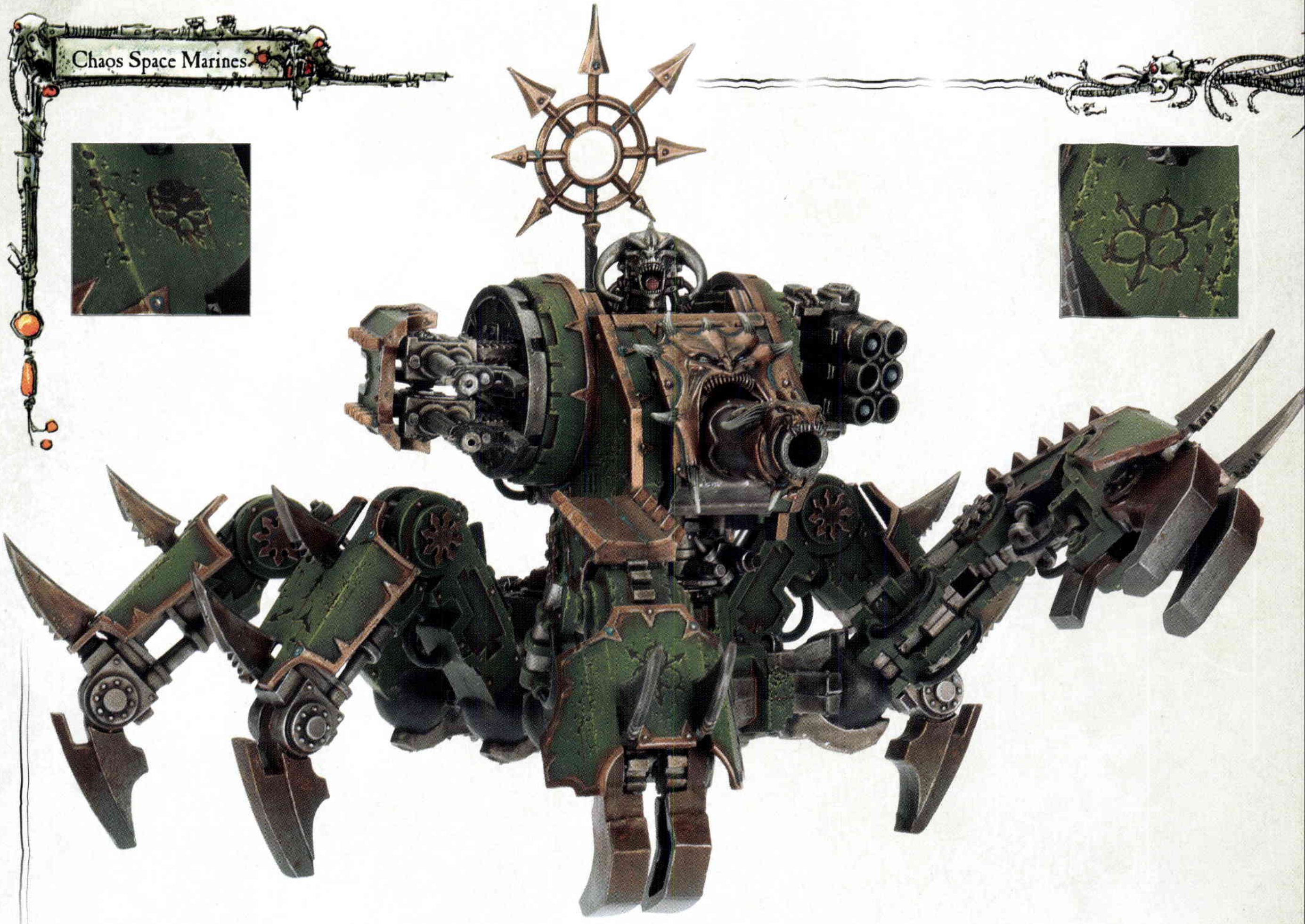
Typhus

Khârn the Betrayer

Huron Blackheart

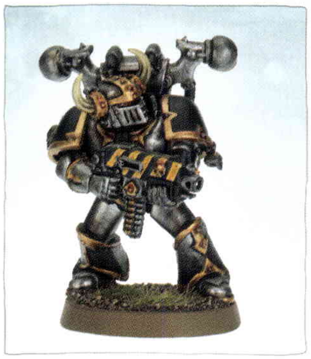
Possessed

Chaos Terminator



Defiler of the Purge

Emperor's Children



Iron Warriors

Night Lords

World Eaters

Death Guard

Thousand Sons

Black Legion

Word Bearers

Alpha Legion

Black Legion Terminator Lord

Sorcerer Lord in Terminator armour

Terminator Lord of the Purge

Red Corsair

The Purge

Crimson Slaughter

The Cleaved

Slaaneshi Chaos Lord (Conversion)

Daemon Prince of the Black Legion

CHAOS DAEMONS

The Scions of the Dark Gods, The Spawn of the Immaterium, the Denizens of the Warp.

Kairos Fateweaver, Oracle of Tzeentch

Epidemius, Tallyman of Nurgle

The Changeling

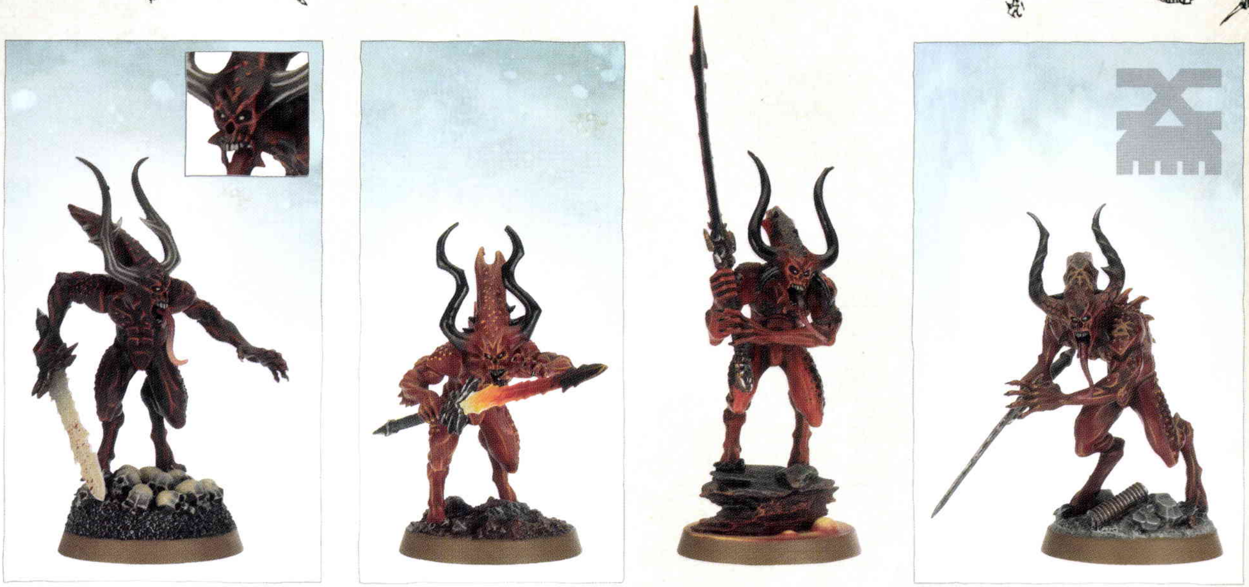
The Masque of Slaanesh

Skulltaker

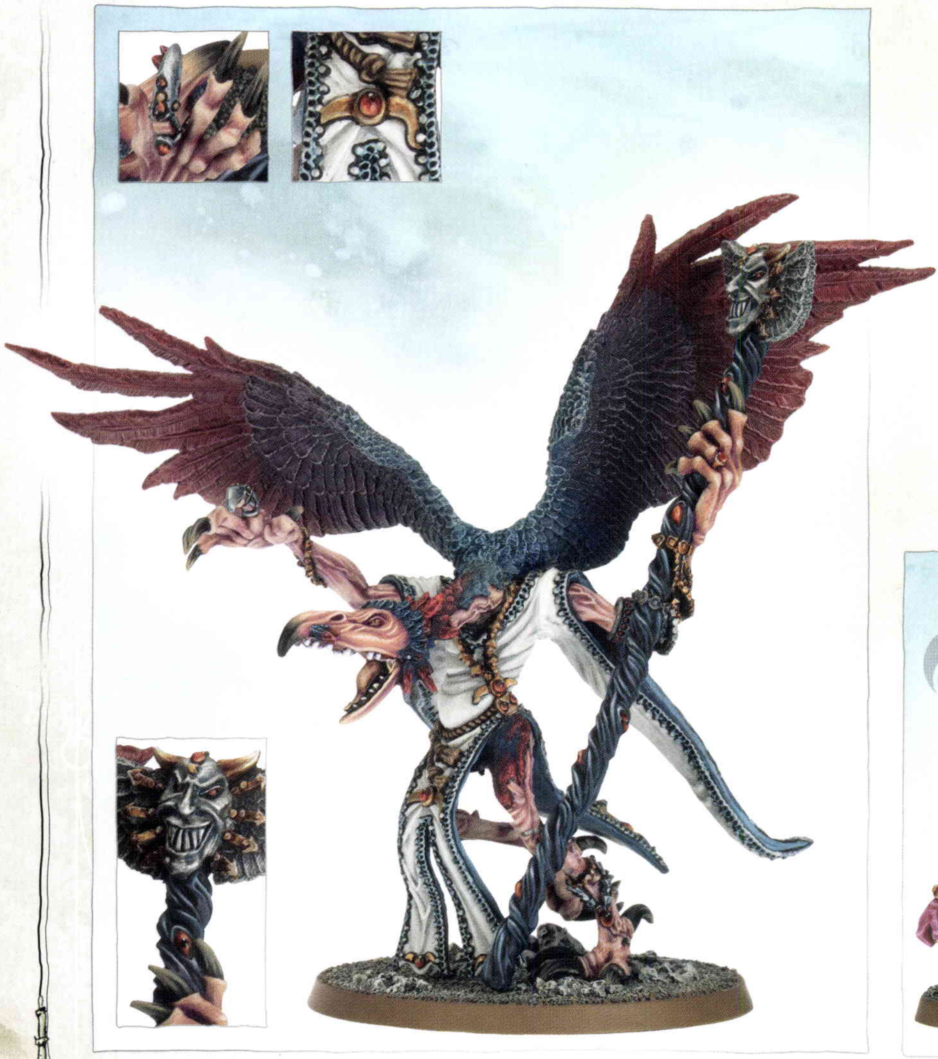
Daemonettes of Slaanesh

Flamers of Tzeentch

Plaguebearers of Nurgle



Bloodletters of Khorne



The Lord of Change, Greater Daemon of Tzeentch

Karanak, the Hound of Vengeance

Pink Horrors of Tzeentch

Seekers of Slaanesh

Bloodcrusher of Khorne

Soul Grinder

We are
Death.

We are
Legion.

We are the
Emperor's Finest.

THE HOBBY

Upon these pages you will find an introduction to the Warhammer 40,000 hobby – an engaging pastime that encompasses collecting, modelling, painting and gaming.

THE WARHAMMER 40,000 EXPERIENCE

The Warhammer 40,000 hobby is all about the enjoyment of collecting, painting and gaming with Warhammer 40,000 Citadel miniatures. In this section, we'll look at these three aspects of the hobby and what they encompass, as well as how to get started in this engaging and rewarding pastime.

By the time you have delved into the evocative background of Warhammer 40,000, read through the game rules and pored over the galleries of fantastically painted models in this book, you're probably hankering to start collecting your own models. Some players start by buying the models they like, whatever their preferred army or allegiance happens to be. Others faithfully build a collection all from one faction. Some are driven by a love of the background and imagery of the Warhammer 40,000 universe, or find their enthusiasm in the exciting gaming possibilities they present; still others collect models dependant on which miniatures they would most love to paint. Whichever method you use to determine and expand your own collection, it's the first step along the absorbing and rewarding journey of your own Warhammer 40,000 hobby.

Through our miniatures collections, we can indulge our enthusiasm for the background of Warhammer 40,000 and the skill of the Citadel miniatures designers. The range of Warhammer 40,000 codexes, expansions and supplements provide even more collecting opportunities, and hobbyists can gather miniatures, armies, scenery, novels and more.

Painting is an immensely satisfying aspect of the hobby. As we paint our models, our skill increases and, eventually, even the humblest miniatures painter learns to produce results to be proud of. There's something very rewarding about gaming with and displaying miniatures that you painted yourself just ask any hobbyist with a carefully painted collection – it's a testament to your skill and dedication as a painter.

One goal shared by a great many hobbyists is to have not only a fantastic collection of miniatures, but also a superb scenery set to play games on.

Of course, nobody starts out as an expert painter – developing the skills and knowledge to paint Citadel miniatures to a high standard takes time and practice but Games Workshop has a multitude of guidebooks and online articles to help you hone your skills – White Dwarf, our monthly hobby magazine, features regular painting advice too.

The third aspect of the hobby is playing the game itself. Gaming is where we get to use our collections on the tabletop and share our passion and enthusiasm for the hobby with friends, old and new. Gaming is a shared experience through the medium of friendly competition. Whatever type of game you prefer, the scope and content of your Warhammer 40,000 games is limited only by your imagination!

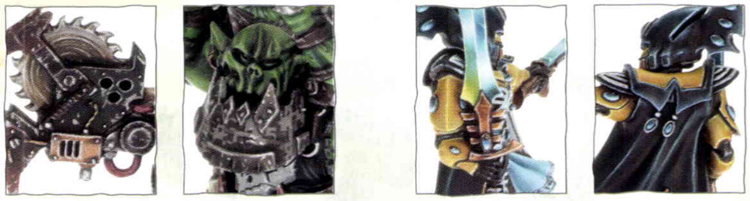
From a quick game featuring a few miniatures at lunchtime to an epic confrontation that lasts all day, there are dozens (if not hundreds) of ways to enjoy games of Warhammer 40,000. Gaming is the chance to share our passion for collecting and painting with friends. Games can be played out in a number of ways, as a carefree social activity, to tell a story with an unfolding narrative or in the spirit of competition.

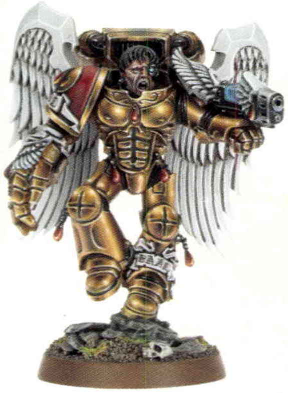
One of the aspects that many hobbyists enjoy about the gaming part of the hobby is the 'shared language' that it provides with other like-minded individuals. If you're a fan of Warhammer 40,000, you'll find you immediately have something in common with fellow Warhammer 40,000 hobbyists.

This picture shows a really impressive Warhammer 40,000 collection, complete with painted miniatures in a glass display cabinet. You'll also notice the shelves of books – many Warhammer 40,000 hobbyists enjoy not only the stories and background found in the rulebook and expansions, but also in Black Library's many series of exciting novels.

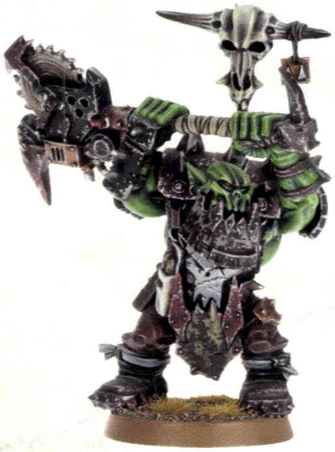
'EAVY METAL

Here you can see some models from the collection of Joe Tomaszewski. Joe is one of our elite 'Eavy Metal painters, an astonishingly accomplished painter who has practiced his skill with a brush to a professional level. Paint jobs by Joe, and the rest of the 'Eavy Metal team, serve as a genuine inspiration to us all and feature throughout this book.

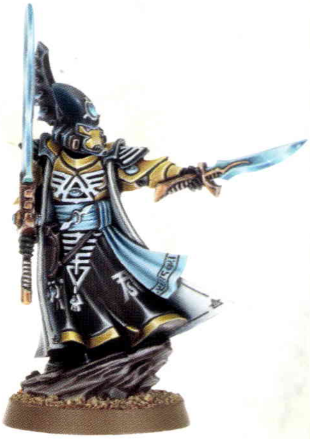




Sanguinary Guard



Ork Nob



Eldar Farseer

THE ART OF COLLECTING

Warhammer 40,000 is very different from many other games you will find: the fun isn't over as soon as the game ends. Instead, you'll find yourself absorbed by the different possibilities offered – these pages highlight just a few of the avenues that present themselves.

STARTING SMALL

Starting your collection of Citadel miniatures doesn't have to be a massive undertaking. Many hobbyists start with a box set, such as a Battleforce. A set such as this gives you enough models to get the hang of painting and modelling, and also play your first games.

WARHAMMER
40,000

MUSTERING A MIGHTY COLLECTION

Over the weeks and months, what began as a fairly compact collection of Warhammer 40,000 models can quickly become a mighty force. Building up a formidable army of Citadel miniatures in this way is very satisfying. Not only do you get to see your army grow week upon week, but by painting and assembling models as you go along, you seldom feel overwhelmed at the prospect of painting lots of models.

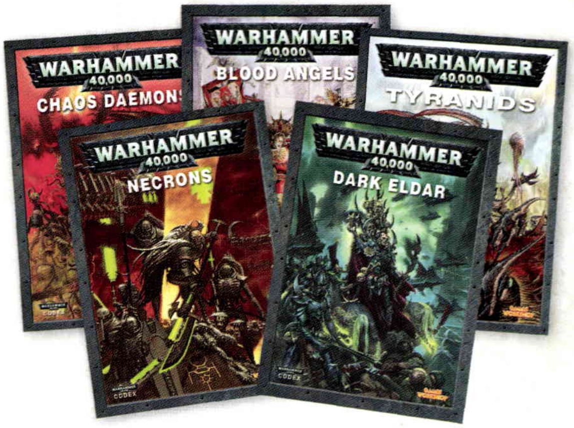
The term 'collecting' naturally draws the mind into the realms of pastimes such as philately (that's the fancy term for stamp collecting) or comics, but there is so much more to collecting within the Warhammer 40,000 hobby than any one word can encompass. In the hobby, our collecting is informed by the great thematic appeal of Warhammer 40,000. The evocative tale of the rise of the Imperium and the galaxy spanning Horus Heresy provide a staggering backdrop, while events such as the Fall of the Eldar, the arrival of the Tyranid Hive Fleets or the awakening of the Necrons inspire us to assemble new armies, or add specific miniatures to our collections.

'Codex' is the name given to the essential guides produced for each army in Warhammer 40,000. Many players like to add all of these codexes to their collection, even those for armies that they don't collect. These books have a wealth of fascinating background information to delve into. Additionally, Black Library publish action-packed novels that allow us to become even further immersed into the grim darkness of the 41st Millennium. When we're captured in the thrill of buying and assembling our favourite miniatures and reading the stories and background of our favourite armies and races, the collecting aspect of the hobby becomes incredibly satisfying.

CODEXES

Codexes are supplements that detail the armies of Warhammer 40,000. They not only include the rules for how to use the army in the Warhammer 40,000 game, but much more besides. Each has a comprehensive history, explaining the army and its place in the galaxy. There is also a gallery of 'Eavy Metal painted miniatures and tips for building your own force.

Reading through a codex gives you a more complete understanding of the Warhammer 40,000 setting, and the way that the army described within operates on the battlefield (and helps you know all the tricks that your opponents can use).

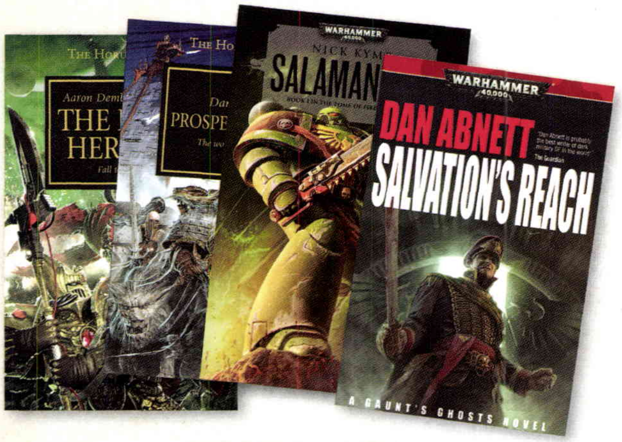

WARHAMMER 40,000 CHAOS DAEMONS
WARHAMMER 40,000 BLOOD ANGELS
WARHAMMER 40,000 TYRANIDS
WARHAMMER 40,000 NECRONS
WARHAMMER 40,000 DARK ELDAR

EXPANSIONS

Expansions provide new ways to experience the war torn 41st Millennium, exploring the depth and excitement of the different battle zones and play styles available for Warhammer 40,000. From Cities of Death, which allows you to recreate the brutal maelstrom of urban combat in the 41st Millennium, to the fury of an orbital invasion in Planetstrike, each expansion introduces a new way to use your collection, adding new units, tactics and opportunities to your games.

Apocalypse is the most titanic of the Warhammer 40,000 expansions – it provides rules and advice for fighting vast battles, introducing deadly super heavy vehicles, cunning stratagems and much more.

WARHAMMER 40,000 BATTLE MISSIONS
WARHAMMER 40,000 PLANETSTRIKE
WARHAMMER 40,000 CITIES OF DEATH
CITYFIGHTING IN THE 41ST MILLENNIUM
WARHAMMER 40,000 PLANETARY EMPIRE
WARHAMMER 40,000 APOCALYPSE
CATACLYSMIC BATTLES IN THE 41ST MILLENNIUM


SALAMANDERS
DAN ABNETT
SALVATION'S REACH
A GAUNT'S GHOSTS NOVEL

BLACK LIBRARY NOVELS

The Black Library is the mystical Eldar repository for all the secret and arcane lore of the universe. It's also the name of Games Workshop's publishing house, which is devoted to bringing the fantastic worlds of Warhammer and Warhammer 40,000 to life on the pages of its books, through action-packed, fast-paced novels.

For Warhammer 40,000 collectors, these novels are the perfect way to get right into the heart of their favourite armies and characters. The Black Library has dozens of novels within their vaults, many of which are also available as eBooks or even as audiobooks for those who like to listen while they paint. If you want to live amongst the war-torn worlds of Warhammer 40,000 then dive right in!

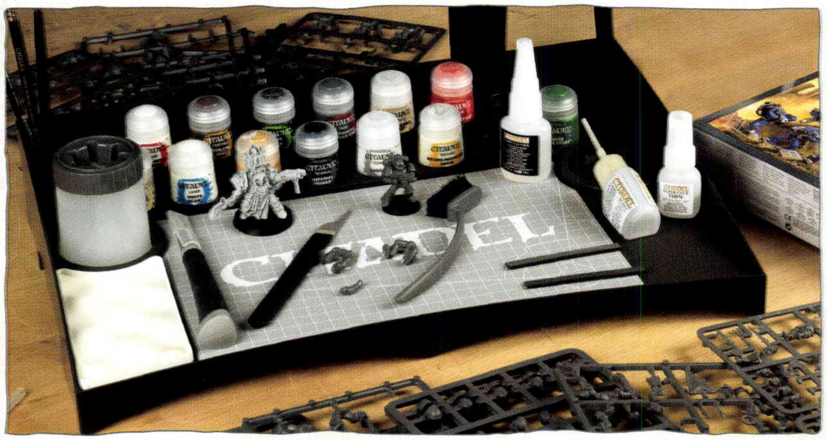
WHITE DWARF
NECRONS
WHITE DWARF
BLOOD ANGELS
WHITE DWARF
GREY KNIGHTS

WHITE DWARF

Every month, Games Workshop publishes its dedicated hobby magazine, White Dwarf. Each issue is jammed full of content for Games Workshop's games, including Warhammer 40,000 articles on tactics, painting and gaming. White Dwarf is the best way to keep up to date on all the news and new releases for Warhammer 40,000 and provides you with some hobby excitement every month.

TOOLS OF THE TRADE

One desire of every hobbyist is a fantastic hobby area, stocked with all the tools and equipment that they need for their latest project. Fortunately, a formidable setup isn't as hard to gather together as you might think, and with space to work and a few tools, you'll soon have everything you need.



CITADEL

The Citadel range contains a veritable hoard of useful tools and materials to facilitate your painting and modelling projects, from pots of paint to brushes, spray undercoats and all manner of bespoke accessories. Taking the time to clean up and assemble your models properly, and using the right tools for the job, can help you elevate the quality of your hobby projects. On these pages, we'll look at the best tools and equipment to get started with, and offer some advice on how best to begin.

CITADEL PAINTBRUSHES

The range of Citadel Paintbrushes includes ten, high quality, handmade brushes designed with top-quality paint jobs in mind. If you keep them clean and take good care of them, you'll get excellent service from these tools for a long time to come. Any painter just starting out will want a couple of these to begin with – after time, most painters find themselves with a complete set, ensuring they always have the right brush for the job.

CITADEL LAYER UNGOR FLESH
CITADEL LAYER TECLIS BLUE
CITADEL LAYER TROLL SLAYER ORANGE
CITADEL LAYER YRIEL YELLOW
CITADEL GLAZE LAMENTERS YELLOW
CITADEL DRY ETHERIUM BLUE
CITADEL TECHNICAL IMPERIAL PRIMER
CITADEL LAYER ULTHUAN GREY
CITADEL TEXTURE MOURN MOUNTAIN SNOW

CITADEL PAINT SYSTEM

The Citadel Paint System is a collection of more than 140 paints, washes and glazes specially designed to help you paint your models with amazing results. These are explained in greater detail later on.

STICKY SITUATIONS

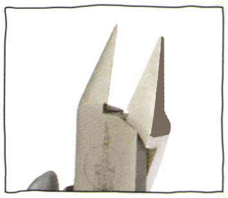
Most Warhammer 40,000 miniatures require a degree of assembly before they are ready for painting. Ideally, you will need Super Glue for assembling metal and resin miniatures, Plastic Glue for plastic models, and PVA Glue for hobby projects, such as basing your miniatures. Glues are potentially hazardous (as anyone who's ever glued themselves to their desk will agree), so please ensure you adhere to the safety documentation provided with these items.

CITADEL P.V.A. GLUE
CITADEL PLASTIC GLUE THIN
CITADEL SUPER GLUE THIN
CITADEL SUPER GLUE THICK

The complete selection of glues from the Citadel range, including a glue for every modelling occasion.

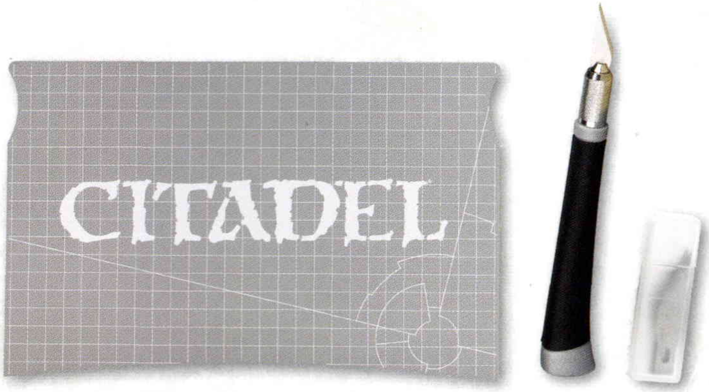
PLASTIC CUTTERS

When you're preparing your models, you'll want a decent pair of Plastic Cutters. These are flat-sided clippers that will help you cut miniatures from the plastic frames they are supplied on. Keep the edges of your plastic cutters in top condition by resisting the urge to cut thick pieces of metal with them.



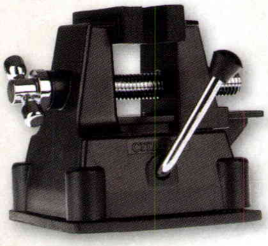
HOBBY KNIFE AND CUTTING MAT

There are times when a Hobby Knife and Cutting Mat are the answer to your hobby-needs – when you need to remove a very delicate part from a frame or make a small cut for a conversion, for example. Always make sure you do any cutting on a suitably firm surface (a table with a cutting mat is probably the obvious solution), and always use sharp blades. Most importantly, follow any safety instructions and precautions that the product is supplied with!



HOBBY SAW AND VICE

For those cuts that Plastic Cutters or a Hobby Knife are not intended to make, there's the Citadel Hobby Saw – a keen-edged saw that can make short work of head-swaps and other converting work. The Hobby Vice is the perfect tool for holding your models safely as you work – key to avoiding nasty injuries!

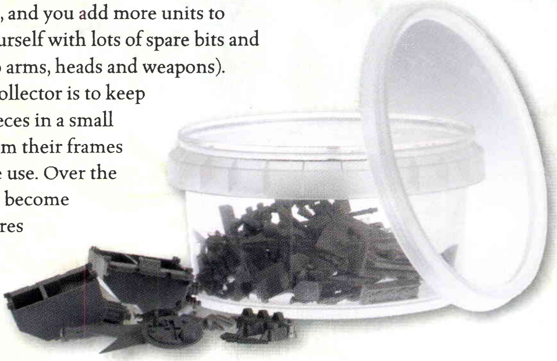


OTHER TOOLS

There are plenty of other items you might find yourself using, including special scrapers for removing mouldlines, emery boards for filing down gate-marks (those tiny blemishes you get when you cut a model away from the frames) and more.

A BITZ BOX

As your collection grows, and you add more units to your army, you'll find yourself with lots of spare bits and bobs (from spare bases to arms, heads and weapons). The best advice for any collector is to keep any potentially useful pieces in a small box. Simply cut them from their frames and keep them for future use. Over the years, your 'Bitz Box' will become a gold mine of useful spares for conversions within your collection (and the collections of your friends too, no doubt).



A WORD OF WARNING...

Finally, a little piece of advice about preparing your miniatures: never attempt to twist your models from the frames with your fingers, or use tools that aren't suitable for the task (kitchen knives, scissors and so on). Your Citadel miniatures are fine-quality pieces and there's nothing worse than breaking one by mistake. Use suitable hobby accessories to get the job done, and that way you'll have no regrets.

ASSEMBLING YOUR MODELS

The excitement that comes from tearing off the plastic wrap from a new set of miniatures and delving in is hard to beat. But beautiful miniatures don't assemble themselves – somebody needs to get their hands dirty!

WARHAMMER 40,000
CITADEL
GAMES WORKSHOP

Thankfully, assembling miniatures isn't at all a dull task – it's the first step towards the skill and craft of building up a collection of Citadel miniatures of your own. Hobbyists each have their own approach towards assembling their models, but most will agree it is very satisfying to remove any imperfections as they assemble their models, finishing up with a blemish-free miniature ready for painting.

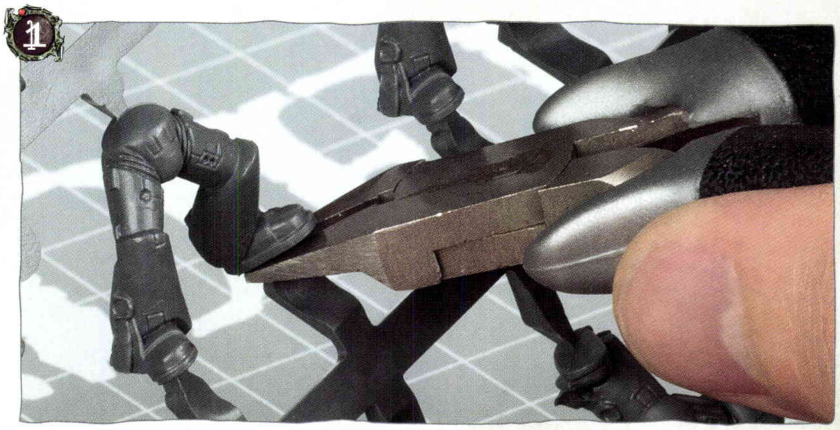
Warhammer 40,000 miniatures are cast in two distinct materials, each of which must be treated slightly differently. The majority of models are manufactured in plastic, while others are cast in resin. These pages briefly explain some tips and processes you might want to adopt when assembling your own miniatures.

ASSEMBLING PLASTIC MINIATURES

Most squads and vehicles are made from plastic. These miniatures are all supplied on frames, and will need to be removed from these before they can be assembled.

It's best to make a clean cut along the gates (the plastic nubs that the models are attached to) to remove the parts, rather than twisting the models off. A pair of Plastic Cutters are ideally suited to this role.

1



2

Clean away unsightly mouldlines and gate-marks left on your models with a Citadel Mouldline Scraping Tool or an emery board. Removing even minor blemishes such as these will improve the final appearance of your miniatures once they're painted.

3

Fix the parts of your model together using Plastic Glue. Plastic Glue takes a little while to set, so you can manipulate the components to get the perfect position as it dries. Once you're happy, support the miniature as it sets by holding the parts firmly in place.

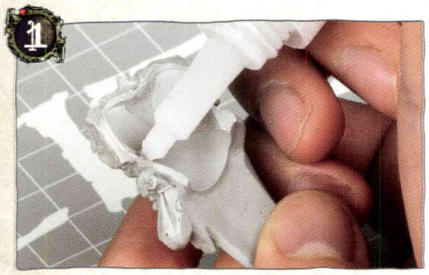
4

Plastic miniatures attach to their bases by either using a slotta tab or a flat lower surface, typically the feet. Apply a small amount of Plastic Glue to the base where you want the feet to stick, or along the length of the slotta tab, and push them firmly into place.

GLUING YOUR CITADEL FINECAST MINIATURES

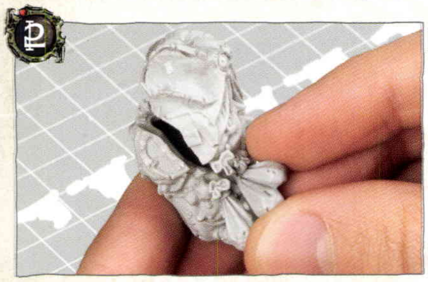
Citadel Finecast miniatures need to be glued together with Super Glue. Because the parts are so light, gluing them is relatively easy. Just be careful only to use a small amount of glue – a tiny amount will still give you a very strong bond, and it's very hard to undo a fix on Citadel Finecast miniatures once the glue has dried.

1



Citadel Finecast models are easy to glue. Carefully apply a small amount of glue to one of the pieces – remember don't apply too much glue!

2



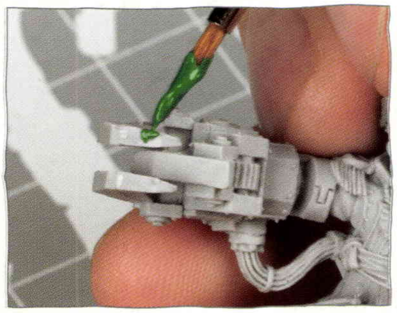
Press the two pieces of the model together so that they have a snug fit and then hold them for a moment. Super Glue sets very quickly, so it's worth practicing the fit before using any glue.

Nurgle Daemon Prince

FILLING AIR BUBBLES

Occasionally, your Citadel Finecast miniatures may have slight imperfections on the surface – tiny indentations caused by air bubbles during the moulding process.

Air bubbles are easily repaired by painting over them with Liquid Green Stuff. Once dry, file it smooth with a Citadel Emery Board.



Commissar Yarrick

THE VIRTUES OF CITADEL FINECAST

Citadel Finecast enables our mould makers to capture as much detail as possible from the original model sculpted by the Citadel designers. This means that the miniatures in your collection are as close to the original sculpt as possible.

Eldar Autarch

Astorath the Grim

PAINTING YOUR MINIATURES

Painting your Warhammer 40,000 collection is a major part of the hobby – something that can provide hours of enjoyment as you master techniques and improve your skills, as well as immense satisfaction in your finished models.

This book contains swathes of models painted to an amazing standard. Fortunately, you don't need to be a cybernetically enhanced painter-savant to make a fantastic army of your own. Part of the fun and satisfaction that comes from the hobby is developing greater skills as you paint your models. There's a real sense of pride to be found in every model you paint, and as you improve, that sense of personal satisfaction only increases.

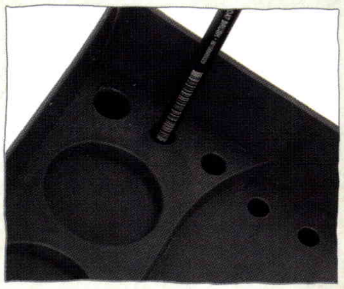
Over the next few pages, we'll look at the art of painting up your models and recommend some of the ways that you can get started. All this should give you an idea of where (and how) you can begin painting your own miniatures. We'll look at sources for more painting tips and advice and shine a light on the craft of painting, detailing and personalising your Warhammer 40,000 miniatures.

THE PERFECT HOBBY AREA

Having somewhere set aside to paint your models is the wish of every hobbyist. After all, who wouldn't want a dedicated spot with all the tools and paints you need on hand? If you can, get a space where you don't have to pack your models away at the end of every painting session.

PAINT STATION

The Citadel Paint Station is a lightweight painting area, complete with recesses to store paints, water pots and brushes. It has rubberised feet to prevent sliding on a table or flat surface and moulded contours so you can paint with it on your lap if you choose.

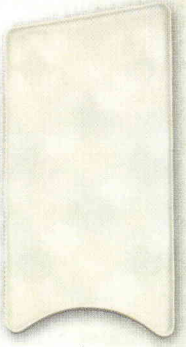


WATER POTS

It's important to wash your brushes regularly and thoroughly while painting. We recommend using a separate water pot for metallic paints, as the flecks may transfer onto your clean brushes otherwise.

MIXING PALETTE

Watering down your paints to the right consistency and mixing colours are a common occurrence when painting your models. The Citadel Palette is a simple, hand-held palette that can be scrubbed clean after use.



CITADEL PAINT SYSTEM

The Citadel Paint System is a range of paints, washes, glazes and textured paints that contains 145 different colours for painting your miniatures. Formulated to make painting as straightforward and enjoyable as possible, the Citadel Paint System is a dream come true for painters of Warhammer 40,000 miniatures.

BASE PAINTS

There are 34 Base paints in the Citadel range, each specially formulated to give superb coverage in a single coat, helping painters get a strong, bright, starting point for their paint jobs. A basecoat using a Base paint is the perfect foundation upon which the rest of your layers can be applied.

LAYER PAINTS

Layer paints are the way to build up the colours on your miniatures, giving you the rich hues that your miniatures need. These are designed to be applied over Base paints, and formulated to layer over each other perfectly for an ideal highlighting effect. There are 70 Layer paints in the Citadel Paint range, enabling you to tackle any colour scheme, from Ultramarines to Ork Boyz, with ease.

DRY COMPOUNDS

Drybrushing is a fast and effective way of capturing all the raised details on a model – it's a well-loved technique that all painters from green newcomers to battle-hardened veterans utilise. The 15 Dry compounds in the Citadel range have a consistency perfectly suited for drybrushing, making this simple technique even easier.

CITADEL SHADES

Citadel Shades are specially formulated washes that can be painted onto a miniature so as to flow into the recesses. They do not gather on the raised areas and so keep the shading where it is needed. These help painters to get natural-looking shading on their models, enabling great results, quickly.

CITADEL GLAZES

Citadel Glazes are inks designed to be painted over finished colours. Citadel Glazes are formulated to sit where they are applied (in contrast to Shades). Their tones enrich the colour of the paint beneath blending layers together, eliminate stark highlights or staining a colour for a different effect.

CITADEL TEXTURE PAINT

In this book, you will notice all manner of great-looking bases, from sand to mud or even concrete. The fastest way to achieve a fantastic result is to use one of the 6 Citadel Texture paints. These are designed to paint directly onto bases, drying with a gravelly finish, ready to be drybrushed and then detailed.

HOW TO PAINT CITADEL MINIATURES

How to Paint Citadel Miniatures is the ultimate guide to painting your models, written with advice from a selection of seasoned painters. This book is designed to teach not only the techniques of painting models, but also the principles of what makes a good paint job! Hobbyists who study this book will quickly be able to learn techniques such as drybrushing, layering and using washes and glazes. The book also contains valuable advice on assembling models and techniques that lend towards batch-painting. That's not all, however. The full-potential of the Citadel Paint System is explored and explained through a series of demonstrations and guides – taking you through the journey of painting single models, squads and entire armies.

DRYBRUSHING EXAMPLE: VEHICLES

BASECOATING EXAMPLES

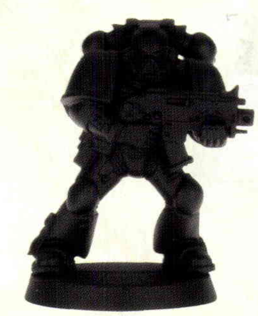
PAINTING MODELS – GETTING STARTED

With your models assembled and ready to paint, you might be wondering where to get started. While sources such as How to Paint Citadel Miniatures or a painting lesson in your local Games Workshop Hobby Centre are the best place to pick up tips, there are a few principles that can be explained here.

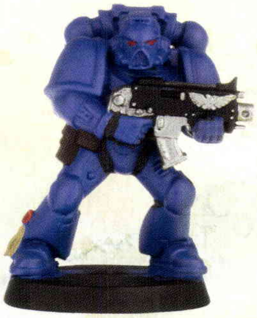
The Basics

Painting a Citadel miniature can be loosely broken down into four stages. In brief, these are undercoating your miniature, applying a basecoat, adding details and then finally 'basing the model'.

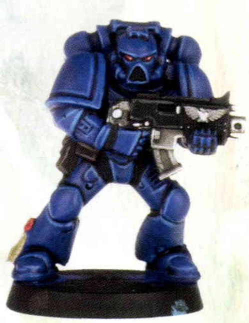
1 *Undercoating a model is very important if you want your miniature to have a smooth, even surface for your paints to adhere to. Many painters start out undercoating by hand (with Imperial Primer). As you start painting larger groups of models, however, you may well want to use a spray undercoat – this makes things much faster and gives a great finish.*



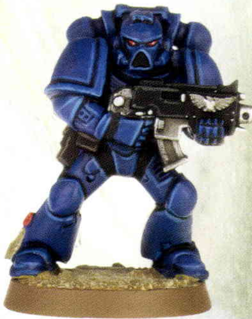
2 *Basecoating is the stage where you apply the basic colours of the model. Base paints are formulated to apply directly over undercoats. Once you've painted on the basic colours of the model, you can then apply washes – these flow into the recesses and provide a great-looking level of shading.*



3 *Detailing your model is probably the part that takes longest. Here, you'll use techniques such as layering, highlighting and using Glazes to get the best results. When you're starting out, this part might seem daunting but, as you develop in skill, experience and confidence, you'll begin to experiment with more advanced techniques.*



4 *Basing is the term for detailing your miniatures' bases, and as you do it, you can really see your efforts come together. There's an old adage amongst Games Workshop hobbyists that the two most important aspects to painting a miniature are 'faces and bases'. Use Citadel Texture paint to cover the flat top of the base, and then drybrush it once it has set. Finally, delve into the great accessories such as grass tufts, static grass and so on.*



SPACE MARINES

Space Marines have lots of large, flat areas, which are fairly straightforward for new painters to tackle using only a few basic techniques. Of course, expert painters are able to produce absolute masterpieces from them.

NECRON WARRIORS

Many people herald the Necrons as the easiest miniatures to paint in the Warhammer 40,000 range. Certainly, a Chaos Black undercoat, Leadbelcher basecoat and a Nuln Oil Shade will put you a long way towards completion!

Don't Panic!

All this talk of painting models and references to complicated painting techniques might seem a little mind-boggling. Don't be put off! There's nothing very complicated about getting started painting. In fact, all Games Workshop Hobby Centres offer free painting lessons, and there is a wealth of good advice to be found in *How to Paint Citadel Miniatures* and in Games Workshop's monthly hobby magazine, White Dwarf.

WHITE DWARF

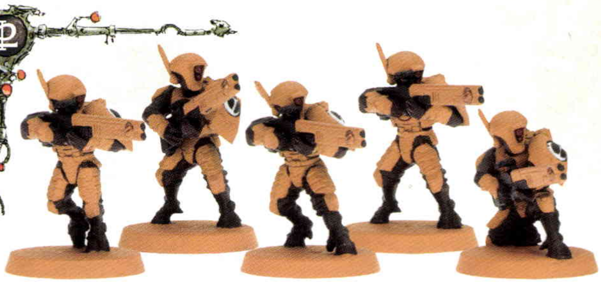
PAINTING SQUADS

Painting one model at a time can be very fulfilling, but it makes painting stunning armies (which is at the heart of the hobby) a long process. Many hobbyists choose to paint units in batches, usually a unit at a time (or at least part of a unit). The process of doing this is exactly the same as you would normally paint, but you complete a stage on all of the models in the unit before moving on to the next stage.

1

Here all the models are undercoated. Undercoating several models at once not only saves time, but also makes more effective use of your spray undercoat; undercoating a group of models together can make your spray paint go further.

2



With the undercoat dry, the basecoats are applied using Citadel Base paints. See how the basic colours are applied to all the models at this stage. This is effective, because the colours in a unit are generally the same, so you can paint all of one colour onto each of the models, then the next. Painting in batches such as this saves both time and paint.

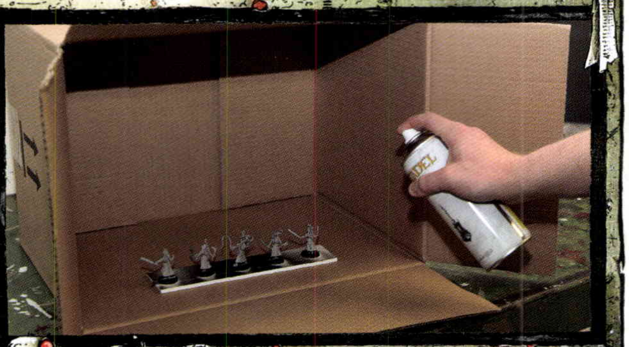
Spraying Models

We've mentioned the idea of spraying your models when you undercoat them. This is a simple enough process, can save you a lot of time and, most importantly, it can grant you the best possible finish on your miniatures. Find a suitable outdoor space to spray your models and apply the undercoat following the instructions on the can. A useful tip we've learned over the years is to 'fix' your miniatures to something, such as a stick or a box-lid, with double-sided tape so that you can easily rotate them and get the best possible coverage.

Chaos Black and Skull White

Games Workshop makes two undercoat colours, Chaos Black and Skull White. Models that feature predominantly dark colours or lots of metallic areas will benefit from a Chaos Black undercoat, while paler models or those with very vivid, bright colours are often best starting out with a Skull White undercoat.

CITADEL
CHAOS BLACK
CITADEL
SKULL WHITE



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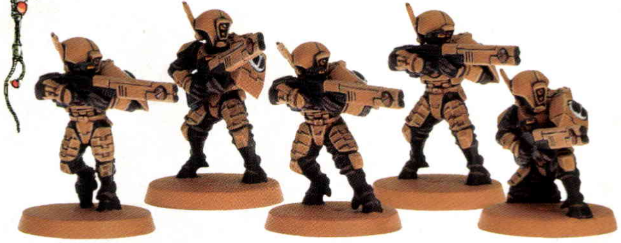

The details are then picked out across the whole unit, again using one colour on each model before proceeding to the next. Painting several models at a time gives you more economic usage of your paints, and certainly speeds things up. It also helps you ensure that you are being consistent with your colour scheme as you can directly compare the models to one another.

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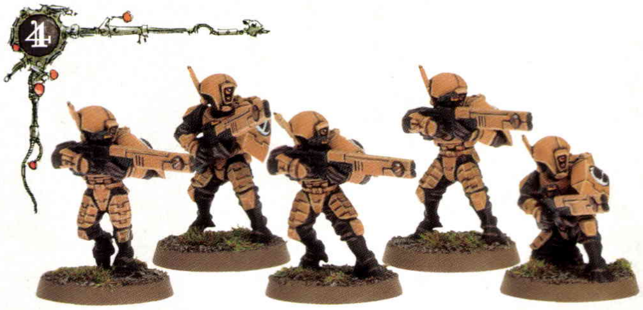


Finally, the models are all based and, *voilà*, you have a completed unit ready to take to the battlefield!

PAINTING VEHICLES AND MONSTERS

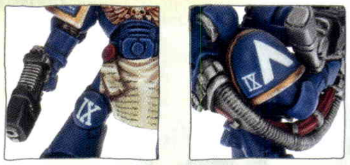
The Warhammer 40,000 universe is full to bursting with amazing tanks, flyers, armoured fighting vehicles and monsters – the miniatures range boasts dozens of varieties. From sleek, deadly Dark Eldar fighter planes to mighty, lumbering Carnifexes, the bigger they come, the more opportunity you have to unleash your creative side upon them.

For many, the larger units that can be added into their Warhammer 40,000 collection are the most exciting aspects of their collection. Many hobbyists really enjoy the imagery and excitement of unleashing a powerful tank on the battlefield, or crashing through the ranks of the foe with a monstrous beast. Of course, their appeal is enhanced even more by the fact that they make visually stunning centrepieces for any army, and they enable painters and modellers to try something a bit different. Painting a tank or large creature offers some very different challenges. They are often more complicated to paint and their size means that they are a broad canvass for a painter to work upon.

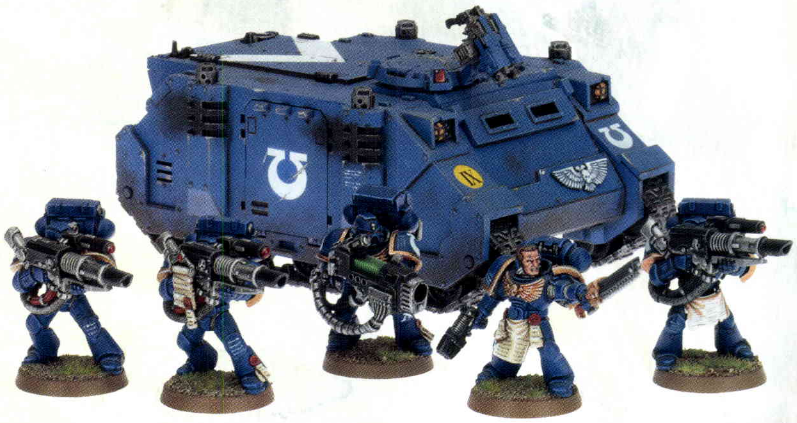
TANKS

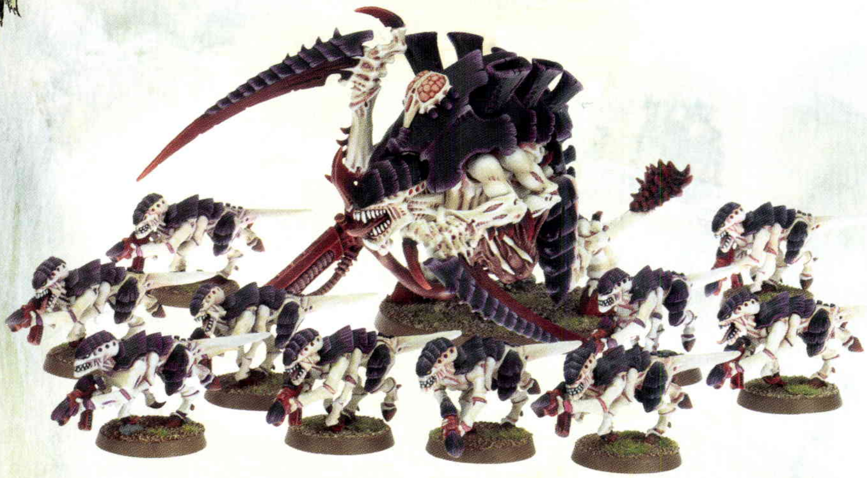
This Space Marine Rhino has been painted and detailed with transfers – a large vehicle such as this can provide a real focal point for a Warhammer 40,000 army. Note how the colour scheme has been carefully matched to the warriors that it fights alongside: attention to details such as this can make your own force look really impressive.

Each Warhammer 40,000 codex features the colour schemes and iconography of the army, providing an invaluable source of ideas, not only for colour schemes, but also suitable markings. When it comes to these larger models, paying attention to the advice on markings and extra details found within a codex can prove invaluable in making your centrepiece models really stand out on the tabletop.



The Rhino APC here has the same squad markings as the unit with it – IX Squad Devastators.





MONSTROUS CREATURES

This Carnifex has been painted in the colours of Hive Fleet Leviathan. Just as with painting a tank, when you're tackling a larger miniature like this, you'll want to put in some extra care. While most vehicles don't come on bases, generally monsters, such as the Carnifex, do. Treat these bases in the same way as the rest of your force to help them match your other models. These larger bases also present a chance for you to lavish a little extra time and attention onto them, adding details such as battlefield detritus, piles of skulls or even just a couple of larger rocks.

CONVERSION SHOWCASE

Every hobbyist loves the opportunity to showcase (and show off) his favourite kit-bashes and conversions. At any given gaming club around the world, nicely converted models become focal points for hobbyists to enthuse about and share ideas. Here you can see a gallery of personalised models. Perhaps these will serve as inspiration for your own forays into the converting aspect of the Warhammer 40,000 hobby.

This Space Marine Captain's bare head has been swapped for one with a helmet.

A loin cloth, taken from a Dark Elf kit, has been added to this Chaos Space Marine.

This Kroot Shaper has been modified, converted and even had some sculpting work done to it.

Ghazghkull and this Mega-nob have been converted with a number of minor alterations.

This Blood Angels Assault Marine has been kit-bashed from several Space Marine kits.

With parts from three kits, this Ultramarines Sergeant has been extensively kit-bashed.

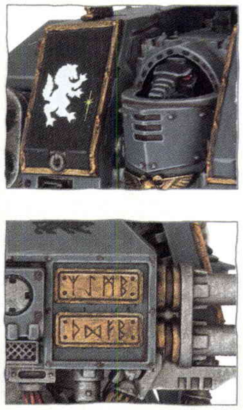
This Tau Broadside has been converted so that it is holding a railgun like a rifle.

This Captain has an alternative head taken from another kit.

JAMES KARCH'S SPACE WOLVES COLLECTION

James Karch is an avid Games Workshop collector and army painter. A dyed in the wool hobbyist, James has painted more armies for Warhammer 40,000 than he can remember. A keen player in all manner of gaming events, James regularly attends campaign weekends and tournaments across the UK. More often than not, you can see his latest army being nominated for best army awards, a plaudit that he has won on several occasions.

James added spare parts, such as pelts, fetishes and wolf skulls, to his Venerable Dreadnought.



The Dreadnought's lascannons have been detailed with runic plaques, taken from Forge World's etched-brass range.

This is the army's commander – a Wolf Guard Battle Leader with the heraldry of Harald Deathwolf.

Just as with almost all the models in the army, these Wolf Guard Terminators are heavily kit-bashed.

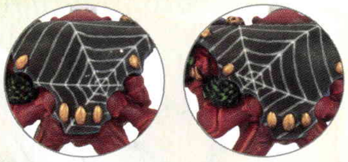
Grey Hunter

Two Rune Priests – the one on the left is completely kit-bashed from a host of different plastic kits, the one on the right is a classic metal model.

A Grey Hunter (left) and Long Fang Squad Leader (right), complete with details such as banners and unit markings.

THE TAYLORS' COLLECTIONS

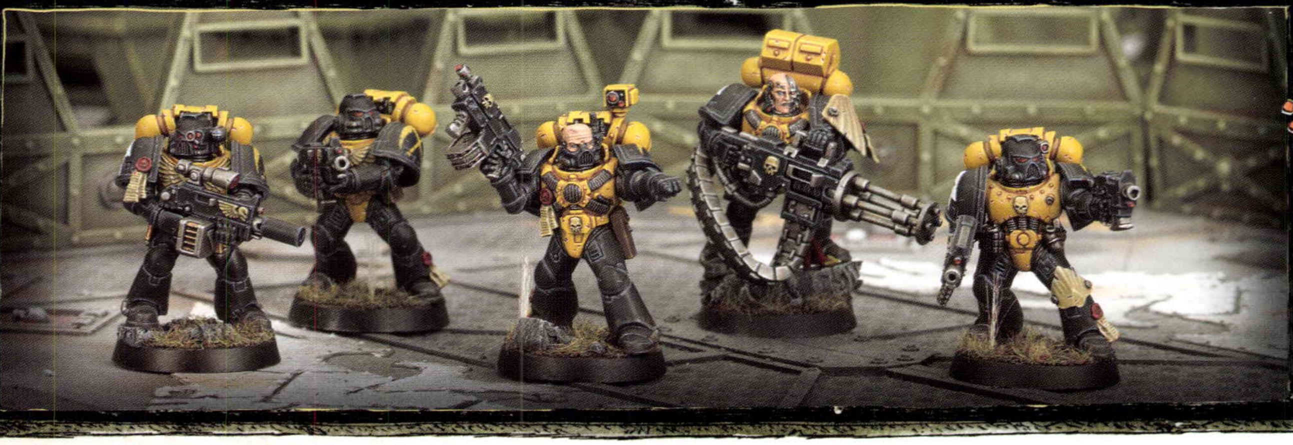
Andrew and Nicola Taylor have been painting and collecting Citadel miniatures for a long time and have amassed a large collection of superbly painted figures from multiple armies over the years. As well as lavishing a huge amount of time painting their figures they also game regularly at events and their local gaming club.



Nicola carefully painted the cobwebs on the back of her Warp Spiders to form a distinctive design that links the squad together.

Andrew's Tau army contains many subtle conversions that are not immediately obvious. For example, the Crisis suits have had their legs re-posed to make them look like they are leaping into the air. The army also has been based to match Nicola's Eldar for when the pair ally on the tabletop.

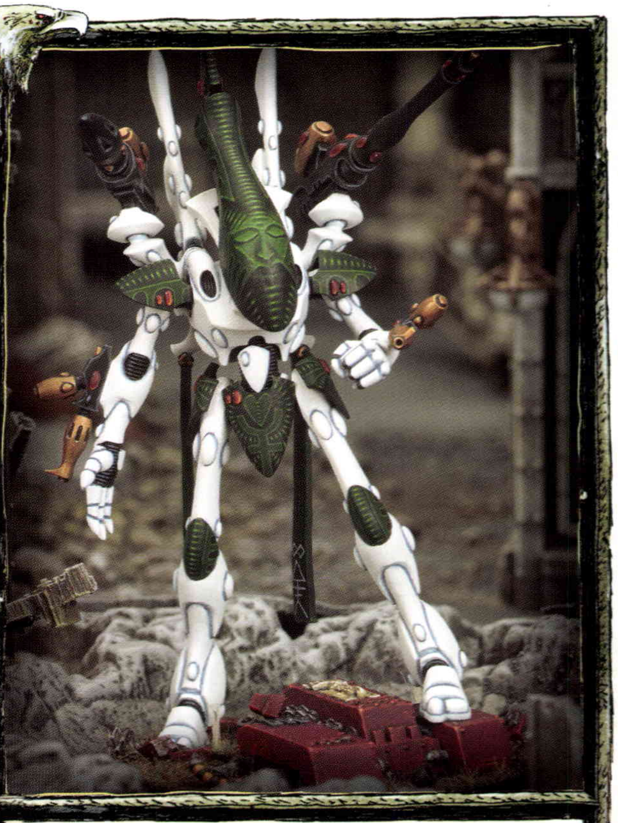
Andrew has also started work on a collection of Scythes of the Emperor Space Marines. A project that has taken up a lot of his spare time, Andrew is determined to make each model very distinctive – including lots of conversions and intricate details on every model in the collection.



Tau Fire Warrior

Eldar Farseer

The Scythes of the Emperor have been ravaged by Hive Fleet Kraken – something evident on each of Andrew's models.



Nicola's Eldar centrepiece model, this Eldar Wraithlord has been carefully reposed to trample upon the hull of a ruined Space Marines Dreadnought. Note the lavish freehand painting on the helm.

WARHAMMER 40,000 BATTLEFIELDS

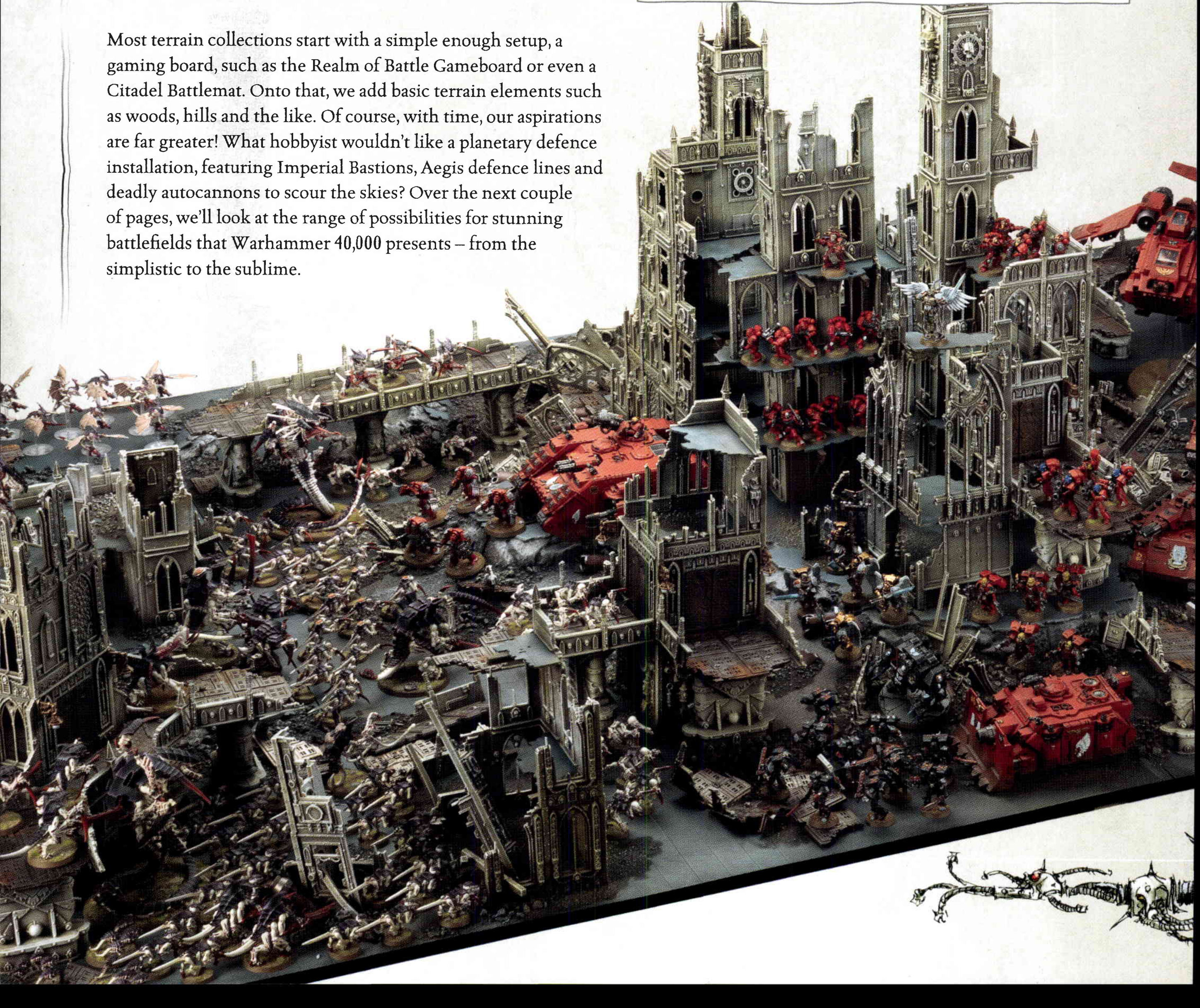
The 41st Millennium is a place of unending war, where ceaseless battles rage across the expanse of the Imperium. These fabulous and fantastical environments are the battlegrounds for our games – the only limit to the splendour of your gaming environment is your imagination.

As hobbyists, we invest hours of care and attention into making our collections of miniatures look as wonderful as possible. It's probably fair to say that, regardless of our relative skill with Plastic Glue or paintbrush, we pour passion and love into the assembly and painting of our collection. The same can be said for the scenery that we play games upon. Our battlefields present an exciting opportunity for us to look deeper into the background and imagery of the 41st Millennium. Our battlefields can be battle-scarred defence lines, Imperial spaceports, shattered hive cities or seething alien jungles. Perhaps we want to fight games in geothermal power plants or amidst the alien wreckage of ancient civilisations. These are high aspirations, but with some ingenuity, determination and skill, it's amazing the results you can achieve.

The Sanctum Imperialis kit forms the backbone of many a Warhammer 40,000 battlefield and provides cover to friends and foe alike.

WARHAMMER 40,000
SANCTUM IMPERIALIS

Most terrain collections start with a simple enough setup, a gaming board, such as the Realm of Battle Gameboard or even a Citadel Battlemat. Onto that, we add basic terrain elements such as woods, hills and the like. Of course, with time, our aspirations are far greater! What hobbyist wouldn't like a planetary defence installation, featuring Imperial Bastions, Aegis defence lines and deadly autocannons to scour the skies? Over the next couple of pages, we'll look at the range of possibilities for stunning battlefields that Warhammer 40,000 presents – from the simplistic to the sublime.



The Citadel Battle Mat is ideal for hobbyists who are starting out and want to play on a more exciting surface than a bare kitchen table.

STRONG BEGINNINGS

Even those who are just starting out, or only have a limited amount of storage space, can have a stunning battlefield. This terrain set up includes a Citadel Battle Mat and a variety of other Citadel scenery pieces to make a formidable battle zone. Easy to store away after use, this setup could be placed on any suitable surface (from large dining table to the sitting room floor) and would provide endless hours of great battles.

THE REALM OF BATTLE

Based on a Citadel Realm of Battle Gameboard, this terrain setup is a wondrous example of how exciting a battlefield can be. The Realm of Battle Gameboard is built from strong, sturdy plastic and comes in six, 2'x2' squares that can be assembled and painted in a variety of ways. Just as with the Citadel Battle Mat, the Realm of Battle Gameboard is easily stored away, enabling you to clear away the carnage of battle and hide it in a cupboard or under your bed with a minimum of fuss and bother.

The Realm of Battle Gameboard, the ultimate playing surface for your battles!

PLAYING GAMES OF WARHAMMER 40,000

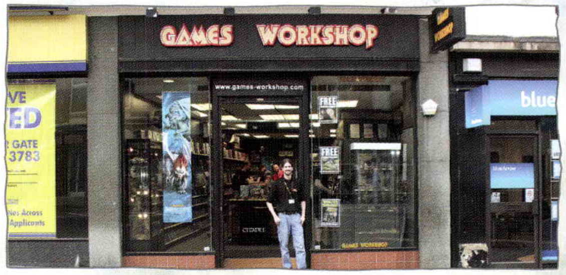
With your armies painted and a stunning battlefield to wage war upon, it's time to muster your forces and march to battle (figuratively speaking, of course). Playing games of Warhammer 40,000 is the chance to engage with a fellow hobbyist in friendly competition, it's an opportunity to share mutual passion for your hobby centred on wonderful miniatures, great paint jobs and inspiring stories.

Although hobbyists will engage in the fun of playing games for a variety of reasons, at the heart of the gaming aspect of the hobby is the chance to share enthusiasm for Warhammer 40,000 in terms of the background, the miniatures and the tactics that the game provides. When you play a game of Warhammer 40,000, you and your opponent will quickly find you have a common language rooted in the background and history of the 41st Millennium, the rules of the game, and the miniatures that you have painted. Whether you're playing with an old friend at home (while enjoying a warm tea and a bowl of dry-roast peanuts) or you're battling away in a Throne of Skulls Grand Tournament, a mutual passion for the Warhammer 40,000 hobby means that you'll find something in common that should make for an even more enjoyable experience.

There are lots of places to play games of Warhammer 40,000. Most games are probably played in peoples' homes, on co-opted dining room tables or specially requisitioned games rooms. Some gamers seek out their local Games Workshop Hobby Centres and join in the regular gaming nights and organised play events there. Still others attend games clubs held in community centres, social clubs, pubs and similar communal spaces (such clubs exist in many places around the world – if you're willing to seek them out). For those willing to travel further afield, there are organised gaming events held regularly all over the globe. Many hobbyists get a real thrill out of travelling to an allotted venue for a day (or even better, a weekend) of Warhammer 40,000 action. Whichever manner of gaming you embark upon, it's an opportunity to show off your armies, share tips and tactical advice with friends and create a few memorable war stories of your own.

GAMES WORKSHOP HOBBY CENTRES

Most Games Workshop Hobby Centres have dedicated gaming nights (and often gaming days at the weekend) where you can take your armies along and arrange a game or two. The biggest advantage to playing games in a Hobby Centre is that there's a vast range of Citadel Miniatures and gaming accessories on hand, should you want to add to your collection. It also helps that Games Workshop staff are knowledgeable, helpful and are more than happy to offer painting advice, tactical tips and even the occasional game. If you're looking for assistance with your Warhammer 40,000 hobby, from assembling models to pulling off the perfect battle tactics, get in touch with your local Hobby Centre to see how they can help.



ONLINE STORE FINDER

The Games Workshop website has a Store Finder application that enables you to find your nearest Games Workshop stockist. It's a useful little tool and usually includes a telephone number so you can contact the store for opening times and so on. It's also very handy if you need to find your nearest Hobby Centre when you're in a strange city on holiday!

WARGAMING CLUBS

There are Wargaming Clubs the world over – from small groups who meet in local function rooms once a week to larger organisations, many of which operate out of a local hobby stockist. If you're looking to join up with a local gaming club to get some games, make sure you ask the staff where you usually buy your Citadel Miniatures, they almost always have details of the nearest clubs on flyers or tucked away in a diary.

ORGANISED GAME DAYS

Across the globe, gaming clubs go out of their way to organise fantastic game days, tournaments and leagues. From small tournaments in your local town to large, international competitions. The biggest of these amazing Games Workshop oriented events is Games Day – a sensational hobby event that encompasses the length and breadth of the hobby!

GAMES DAY & GOLDEN DEMON

Every year, Games Workshop holds a series of fantastic Games Days around the world, hobby events where hobbyists involved in all of Games Workshops games can join in a fun-packed day of gaming, painting and more. Throughout the day, there are dozens of different participation games to get involved in, as well as the chance to get top painting advice from the experts and meet some of the people behind your favourite games. By the time you've joined in one or two of the great-looking, well-prepared battles, chatted with the Design Studio guests about how your favourite miniatures are designed and painted, and visited the ever-impressive sales stands, much of the day will have rushed past – but there's still plenty more to do.

Games Day is also the venue for the Golden Demon painting competition – the premier miniatures painting contest where Games Workshop hobbyists can showcase their talents in the hope of winning the coveted Slayer Sword. These contests draw in the finest miniatures painters from around the world and the display cabinets at a Games Day event, always filled with beautifully painted miniatures, are very inspiring.

Games Day is also visited by Games Workshop's sister companies, Forge World and Black Library – who are happy to show you the best of their own new releases. There's the chance to meet some of the authors of the Black Library's many novels and see the fantastic Forge World miniatures first-hand. You can't fully appreciate how amazing a Forge World Titan is until you've seen it in the flesh!

GAMES WORKSHOP
6

CAMPAIGNS

Campaign days and weekends are an entertaining way to link together a series of battles, creating a narrative. Some campaign weekends draw their inspiration from famous events in the history of the 41st Millennium, while others have a sandbox feel, where you can change the true course of events with your actions and have been concocted especially for the campaign.

LEAGUES

Gaming leagues are perfect for those clubs that meet together often, where players are able to climb up and down the league ratings with scores based on the results of a series of games – ideal for a close-knit group with a sense of friendly rivalry.

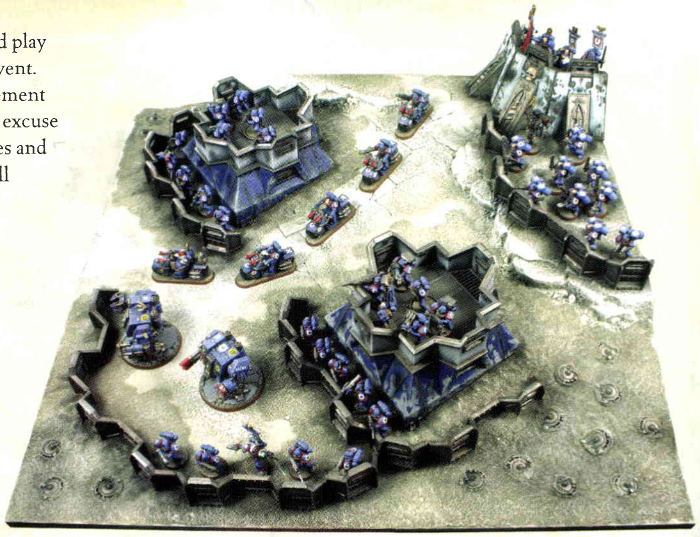
FIND OUT MORE

The Local Events section in White Dwarf contains details of many such events held each month, and the Games Workshop website: **www.games-workshop.com** also has a regularly updated events page.

ARMIES ON PARADE

Games Days all across the world play host to the Armies on Parade event. While there is, of course, an element of competition, this event is an excuse to see beautifully painted armies and reward devoted hobbyists for all their hard work.

Each Hobby Centre holds a special Parade Day where hobbyists present their Armies on Parade entries and compete for the chance to be elected as Hobby Centre champion, earning them the honour of representing their Hobby Center at Games day. Everyone has a chance to vote for their favourite army, and it is for this reason that staff are also allowed to enter. So, if you think you can do better than your local Games Workshop staff, this is a great opportunity to try! Each Games Day, all of the Hobby Centre champions are invited to bring their winning entries along and display them to the masses.



WARHAMMER WORLD

Warhammer World is the world's finest and best known hobby destination and is found at the heart of the Games Workshop hobby in Nottingham, England. With a fantastic gallery of 'Eavy Metal miniatures featuring thousands of models from the Design Studio collection, a gaming hall with dozens of tables all lavishly appointed with professionally painted and assembled scenery, and the world-renowned Bugman's Bar, there can be no finer venue in which to enjoy the Warhammer 40,000 hobby.

Warhammer World also boasts an experienced events team who run dozens of tournaments, campaigns and other hobby activities throughout the year. Whether you want to battle against fellow gamers in a clash of generalship, attend a Masterclass in how to paint and model your tanks or any number of other hobby-related activities, Warhammer World has plenty to get your teeth stuck into.

PAINTING AND MODELLING EVENTS

Warhammer World holds regular hobby weekends and week-long hobby camps to help you hone your skills as a painter and modeller. The Warhammer World crew are all accomplished hobbyists, so you'll be in safe hands to steer you towards even better achievements. There's a lot of fun to be had learning new techniques and skills alongside fellow hobby enthusiasts.

GAMING EVENTS AND CAMPAIGN WEEKENDS

One of Warhammer World's specialties is gaming events, such as battle days or campaign weekends. These take many different forms, but all share a common element – they all feature the chance to play some fantastic games with like-minded hobbyists. Some events are even team based and enable you to come along with friends (something many gaming clubs like to join in on), or form a team when you get there (a great way to make new wargaming friends). At events such as this, you might find yourself locked in an apocalyptic mega battle, fighting through a series of linked encounters or battling away as part of a special scenario – the opportunities and possibilities are endless.

THE EXHIBITION HALL

Warhammer World boasts a lavishly appointed exhibition hall, where the Design Studio collection of Citadel miniatures is on permanent display. The collection boasts thousands of miniatures, all painted by the 'Eavy Metal team. Be warned, however, it's a working museum, so sometimes armies are removed from the cabinets for other duties, such as playtesting, photography or other, secret assignments.

WARHAMMER WORLD EXHIBITIONS

The Games Workshop hobby has generated a lot of history in the thirty or so years since it was born. Thousands of works of art and miniatures make for very compelling displays. Warhammer World often features galleries of original artwork and classic miniatures, something that any hobbyist, from the newcomer to those long-in-the-tooth will find fascinating.

THE THRONE OF SKULLS

The Throne of Skulls is the towering symbol of Khorne's might, a macabre testament to the Blood God's power and unholy majesty. It's also the name for something altogether friendlier, Games Workshop's regularly held weekend-long gaming event, which many Warhammer 40,000 hobbyists aspire to participate in.

What's great about the Throne of Skulls, as an organised play event, is the spirit of fun and excitement it engenders. The emphasis in these events is very much on friendly competition with beautifully painted armies. Awards are given away (depending on the event, they may be for best army, the overall winner or best sportsman), but the allure is the chance to spend a day or two sharing your enthusiasm for the miniatures, background and game of Warhammer 40,000.

Anyone who has ever attended a Throne of Skulls event will attest that it's a great way to play a host of games against a variety of opponents. Up to a hundred players typically attend each event, so there are lots of different armies to see, and they are held all around the world. It's not only a chance to test your generalship and the mettle of your force, it's also an opportunity to pick up new tactics and create some memorable wargaming experiences along the way. If there's one thing that hobbyists love, it's sharing the highs (and lows) of their forays onto the battlefield… 'Just how did those Orks manage to withstand the assault from my Terminator Assault Squad?'

Best Painted Army

There is a lot more to the Throne of Skulls gaming event than victory on the battlefield. Dedication and skill in painting armies is also celebrated with a Best Painted Army award – issued to the participant whose army is deemed the 'best painted' by his peers.

THRONE OF SKULLS

One lucky gamer will walk away with this much coveted trophy.

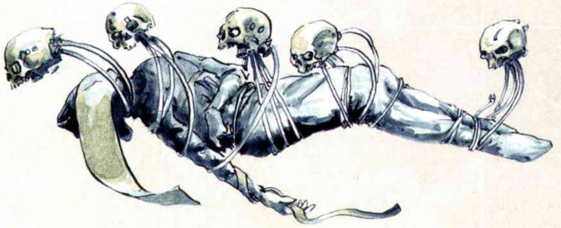
GOLDEN DEMON

One of the most talked about events in the Games Workshop calendar is the Golden Demon painting competition, held alongside each Games Day event. In this prestigious painting extravaganza, entrants compete for the chance to win the coveted Golden Demon trophies, and the chance to claim the Slayer Sword.

Back in 1987, Games Workshop held the first ever Golden Demon painting competition in Nottingham, England. The event was held with the goal of showcasing the talents of painters not just in Nottingham, but also hopefully across the whole world. Those enthusiastic beginnings have given rise to a grand tradition that continues strongly to this day. For more than two decades, the Golden Demon Painting Tournaments have drawn painters from across the globe who are hungry to demonstrate their skill and earn a coveted Golden Demon award. Years later on, a Golden Demon Painting Tournament is held in several countries around the world – always with the same exacting standards and the same goal of celebrating fantastically painted Citadel miniatures.

A range of categories exists within the Golden Demon Painting Tournaments, catering to the skills and disciplines of a range of painters and, perhaps more importantly, celebrating the length and breadth of the Games Workshop hobby. The competition consists of a variety of categories, such as Warhammer 40,000 Single Miniature, Squad, Vehicle, Monster and Duel – with a gold, silver and bronze award issued to the three best entries in their respective categories. Then, of course, there is the greatest of accolades, the Slayer Sword, which is given as a prize to the 'Best in Show'.

For Warhammer 40,000 hobbyists, it provides an opportunity to indulge their most creative and artistic talents, to paint fantastic Citadel miniatures and to compete with likeminded hobbyists for the prestigious Golden Demon awards.



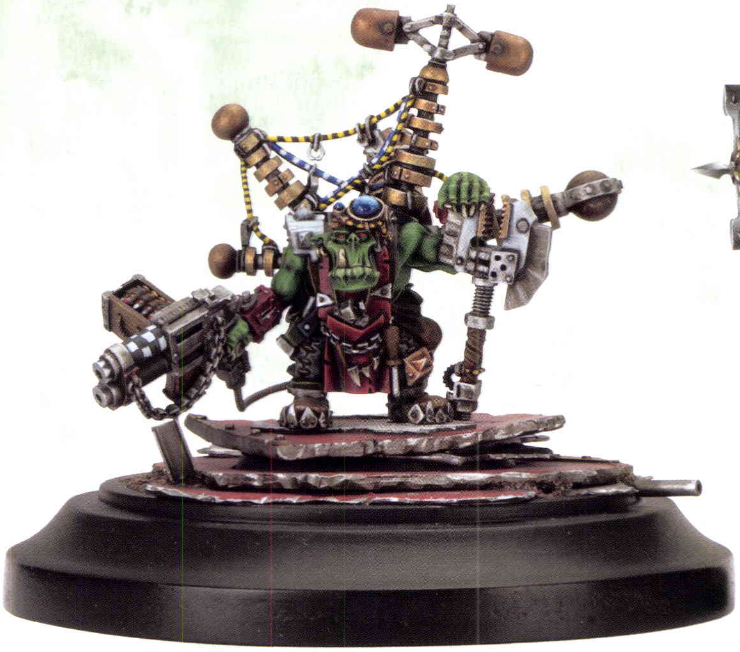
The other, rather splendid, side effect is that the Golden Demon awards generate a fantastic volume of sensational miniatures that are a delight to behold. Over the years, the best amongst these have been the subjects of White Dwarf articles, web galleries and even publications. Golden Demon awards are, frankly, perfect candidates for a showcase – which is just what you will find here: three pages of stunningly painted Citadel miniatures, all exemplars of the art of miniatures painting and each the winner of a Golden Demon award.

At Games Days around the world, hobbyists flock to view the many amazing entries into the Golden Demon competition. There can only be one Slayer Sword winner – a champion painter who will raise the ultimate prize in miniatures painting at the end of the event.

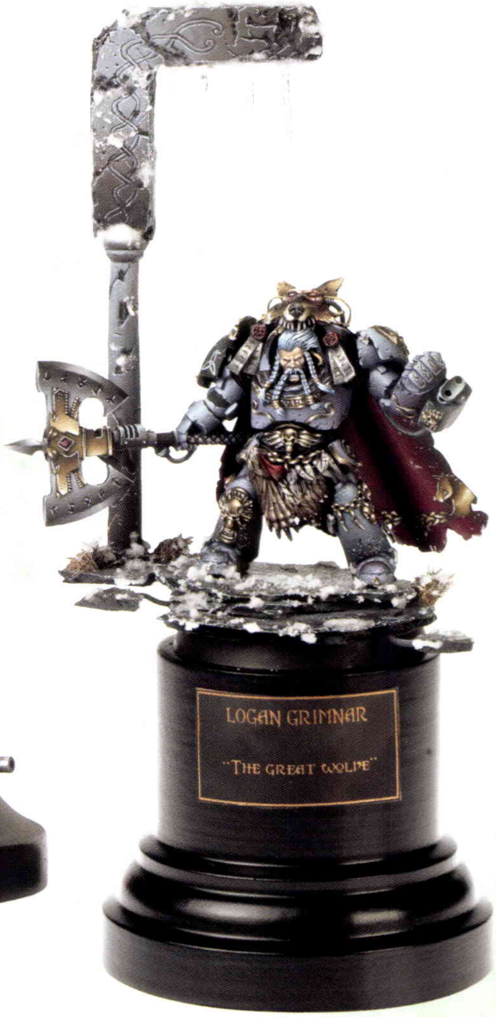
GOLDEN DEMON™
GOLDEN DEMON
GOLDEN DEMON
GOLDEN DEMON

SHOWCASE

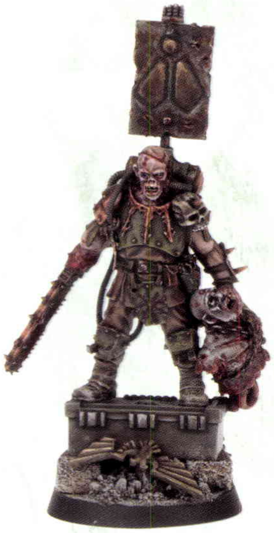
Over the years, there have been hundreds of wonderful winners in the Golden Demon competitions around the world. Here is just a small showcase of some of the best. Keep an eye on White Dwarf magazine and the Games Workshop website to see more fantastic entries – with seven Games Day events across the globe, there are scores of amazing models to behold every year.



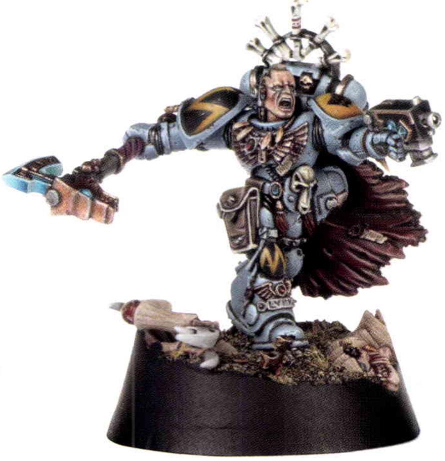
Ork Mek
by Alistair Armes
(*Bronze, Warhammer 40,000 Monster 2008*)



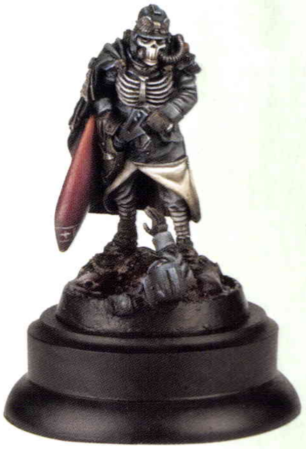
Logan Grimnar
by Cristian Sanchez Miralles
(*Gold, Warhammer 40,000 Single Miniature 2010*)



Renegade Militia
by Chris Blair
(*Silver, Warhammer 40,000 Squad 2009*)



Wolf Guard
by William Davies
(*Silver, Warhammer 40,000 Single Miniature 2010*)



Commissar
by Ari Nielsson
(*Gold, Young Bloods 2009*)

Space Marine Dreadnought
by Jakob Rune Kappel
(*Bronze, Warhammer* 40,000 *Vehicle* 2009)

Eldar Wraithlord
by Tue Kaae (*Bronze, Warhammer* 40,000 *Monster* 2009)

Imperial Fists Land Speeder Storm
by Mathieu Fontaine (*Gold, Warhammer* 40,000 *Vehicle* 2009)

Space Wolf Lord
by Adrian Bay
(*Silver, Warhammer* 40,000 *Single Miniature* 2009)

BATTLES

These pages are devoted to the battles fought in the Dark Millennium, and the joy of recreating them on the tabletop. Here you will find examples of amazing battles, great and small, and ideas to fuel your own wars.

FIGHTING BATTLES IN THE DARK MILLENNIUM

Playing a game of Warhammer 40,000 involves bringing all the elements of the hobby together to create a fun and rewarding gaming experience. In this section, you'll find loads of examples of great games to play, along with tips and advice on cooking up your own battles.

A game of Warhammer 40,000 is the ultimate expression of the Warhammer 40,000 hobby. You get to unleash your carefully painted and assembled collection onto a meticulously fashioned battlefield, retelling a thrilling moment from the history of Warhammer 40,000 or creating your own. You also get to match wits with your opponent in an exciting game!

Playing a game can be as simple as getting together with a friend and lining up your army against his. Games like this are the mainstay of the Warhammer 40,000 community – thousands of us do it every week. This doesn't mean that hobbyists will all enjoy playing games in quite the same way. Some players like to transform their gaming sessions into grand occasions, and spend time before a battle planning the scenario, building bespoke scenic objectives or painting extra minatures to help tell a story. Of course, there's no right or wrong way to enjoy the Warhammer 40.000 hobby. If it's fun, and both you and your opponent have a good time, then you have achieved your goal.

What this section will do is examine the subject of Warhammer 40,000 battles, from quick games fought within the tight confines of a lunch break, to sweeping confrontations designed to last all day. We'll offer advice on how to put together thematic encounters, rich with the imagery of the 41st Millennium, and we'll investigate linking battles together to form a rewarding and evocative campaign. Enjoying battles of Warhammer 40,000 is the crowning glory of the hobby and it can be as grandiose and absorbing as you want it to be.

YOU ARE THE WARLORD

When the battle begins, it's a chance for you to flex your tactical muscles and do battle with your opponent. Every army in Warhammer 40,000 has a Warlord, a warmaster, commander or general, that represents them on the battlefield. It can be extremely enjoyable to play to the character of your chosen avatar. An Ork Warlord is impetuous and direct, favouring brutal tactics, while Eldar Autarchs are famed for their canny strategic foresight and ability to employ their units to their greatest strengths. A Space Marine Captain will combine rigid discipline with formidable tactical flexibility. Getting into the role of general for your army can influence, not only your tactics on the battlefield but also the models that you include in your force and the types of games you play.

Ork Big Mek

Eldar Autarch

Space Marine Captain

A GALAXY AT WAR

There are as many ways to enjoy playing Warhammer 40,000 as there are people to try them out. All you need is the germ of an idea and the will to ferment it into a battle. Great games are a little like heresy – all you need is a whacky idea and a few friends to share it with, and from the tiniest seed something awesome will grow...

The Warhammer 40,000 galaxy is a preposterously huge place – the Imperium alone is said to span a million or more worlds, and that's not to mention all the domains and territories of the many hateful aliens and traitors that constantly assail it. Every battle zone holds incredible potential, and every world holds scores of battle zones. In short, there is a dazzling opportunity for hobbyists to play any manner of game they wish, all set within the grim darkness of the far future. When you're painting your armies, playing out exciting games of Warhammer 40,000 and building your own stories, think of the whole galaxy as your sandpit. It might sound a little twee, but when you're enjoying your hobby, it really is all there for you to explore and experience. The one constant is that the whole galaxy has been riven by relentless, all-consuming warfare. No corner of the Imperium is safe from heresy, invasion or bloodshed – a stark fact that makes Warhammer 40,000 such a compelling backdrop for our games.

And what battles they can be! Some will be hastily arranged and fought over tabletops, with piles of books and spare mugs for terrain (and a little imagination to help set the scene). Some will be played out in dedicated gaming rooms, with lavish terrain collected and painted by avid gamers. What we'll do here is feed the imagination for those ideas. We'll explore ideas for battles across myriad theatres of war, from a desperate sortie into a daemonically infested space base, to a pitched battle for an acid-processing plant, set in a toxic wasteland. This section is a one-way ticket to some blindingly great gaming ideas. If, when you have finished reading through the Warhammer 40,000 Battles section, you have some cool ideas of your own brewing away in your head – mission accomplished. Good luck with the war!

So, in the following sections, we'll investigate some of the many different ways that you can plan, prepare for and play your games – from simple pick-up missions with a small twist through to massive, sprawling encounters linked together in ongoing campaigns to create a lasting narrative. Jump in with both feet and don't be afraid to experiment to find the style of game that works best for you. Remember, the Emperor doesn't judge a soldier by his medals, but by his scars.

What follows over the next few pages are several detailed examples of truly outstanding games of Warhammer 40,000, played out upon stunning terrain sets designed by some awesomely talented hobbyists. Each of these games evokes the grim, war-torn imagery and feel of the Warhammer 40,000 universe, delves a little further into the stories that the universe enables and, perhaps most usefully of all, contains tips and instructions on how you could create similar encounters of your own. If you're looking for ideas of how to take the concept of an Eternal War mission and raise it to the next level with a detailed narrative and special rules, this is a very fine starting point.

LET THE GALAXY BURN (PAGE 356)

Need some ideas on where to set your games? Looking for an evocative example of what the Warhammer 40,000 universe has in store for your army? Seeking inspiration on how to steep your own battlefields in the imagery of the Dark Millennium? This sub-section looks at some of the fantastical environments and incredible backdrops that the 41st Millennium presents. Whether you want to see battles on once-fertile planets stripped bare by the foul Tyranids; do battle amongst the steamy jungles of a death world, where even the plants are out for blood, or fight within the tangled ruins of a teetering Imperial hive city, it's all here for you to feast your eyes upon.

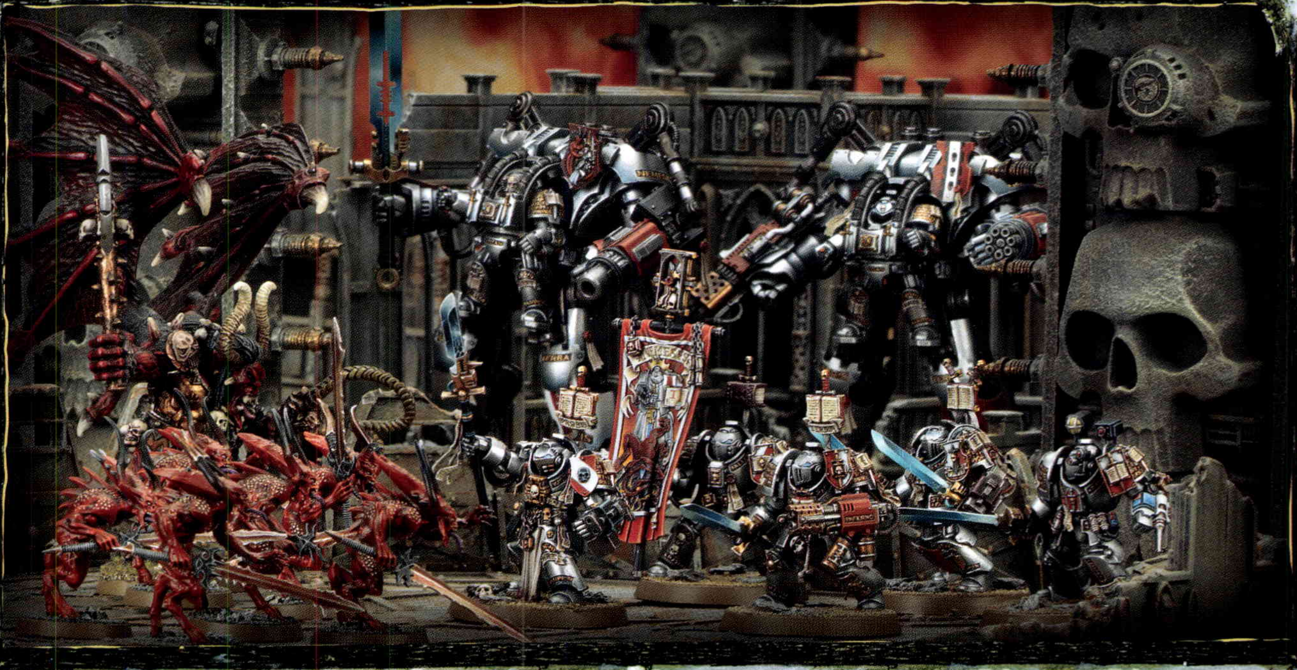
TO ARMS (PAGE 360)

Our hope is that, by reading through the Warhammer 40,000 Battles section every gamer will feel deeply inspired by the background of the Dark Millennium and confident enough to attempt creating scenarios and unusual games of their own. If you have never created your own scenarios before, and don't know where to begin, here we proffer some good advice. Whether you're trying to write a finely-balanced scenario that gives both players an even chance of victory, or a thematic encounter where the narrative takes precedence (and the odds may well be firmly stacked against one of the players), we'll help you get your ideas together and on the right track.

THE WARRIOR'S CODE

Across these pages, and indeed the entire Warhammer 40,000 Battles section, there are some stunning battlefields and scenery sets, by some of Games Workshops best painters, model makers and hobbyists. As with any game, there's a certain amount of preparation and planning that goes into arranging, setting up and playing a game of Warhammer 40,000 (and even more so when you're working on a true spectacle). From building specific scenery pieces, to setting up game boards and armies, the most impressive games have the largest amount of work behind them.

We've developed a Warrior's Code, of sorts. The rules are simple: if you're playing in a game, you help to set it up. Normally this involves someone taking on an authoritarian role and dishing out the duties. Someone will be in charge of finding a space big enough for the battlefield, someone else getting the boards ready and so on. If you're organising a special game, don't be afraid to rally the troops yourself and get everyone to take part in preparing it. It's fair to say that players enjoy the fun of a battle more when they've pitched in to making it happen in the first place!



Hostum Fold, on the westward edge of the Prairie Gulf, has fallen to the murderous servants of Khorne. As the skies fill with images of fire and blood, the Grey Knights of Falchion Company take to the field, determined to oust the Daemons from the ancient Shrine of Olum.

883.M41

FIRE AND BLOOD

To the murderous rhythm of splinter-cannon fire, the Dark Eldar came, determined to ravage the weakling defenders of the human installation and plunder at will. In their arrogance, however, they reckoned without the stoic resolve and enduring faith of the Imperial Guard. As towers of fire erupted skyward, battle was joined.

For long months, scores of Imperial Guard regiments, supported by Space Marines from half a dozen Chapters, had contended with the relentless Chaos Space Marine assault known in the annals of history as the Irgax Offensive. It is likely that the Imperial forces would have pushed back the Chaos attack, were it not for a single act of malice, perpetrated by the Dark Eldar warriors from the Kabal of the Black Heart. This cruel, and apparently unconnected, act had the brutal effect of toppling the Imperial Guard's entire western flank. This left the planet of Kyobin in dire risk of falling into the hands of the Chaos Space Marines and Imperial dispositions in a state of collapse across the whole sub-sector.

The initial attack fell upon Imperial Munitions Relay Base 359, located eighty miles behind the main battle lines and lynchpin of the western flank. With resources stretched unbearably thin on both sides of the fighting, the continued ability of the Imperial forces to supply and receive precious promethium reserves had proven critical. Perhaps that is why the Dark Eldar struck – ever keen to spread sorrow and suffering – or perhaps it was for a share in the resources for themselves. Whatever their motivation, the first the Imperial Guard knew of the attack was when the Relay Base's perimeter defences were pummelled by a salvo of lance fire.

The garrison force of Cadian Shock Troops, under the leadership of Major Kamen, put up a spirited defence in the face of the attackers. Able warriors and experienced Guardsmen all, they quickly threw up a defensive cordon, manning the battle-scarred defences and bringing down several Dark Eldar transports in the early moments of the engagement. Meanwhile, regional outpost Alpha IX scrambled its reserve force of Imperial Navy Valkyries into action before the situation got any worse.

As the Dark Eldar closed in for the kill, the Cadians prepared to sell their lives dearly and a furious battle erupted. Engorged by the bloodshed, and mounted in dagger-fast troop transporters, the Dark Eldar quickly rampaged through the Imperial lines to seize the central command station.

A) THE SHADOW GET

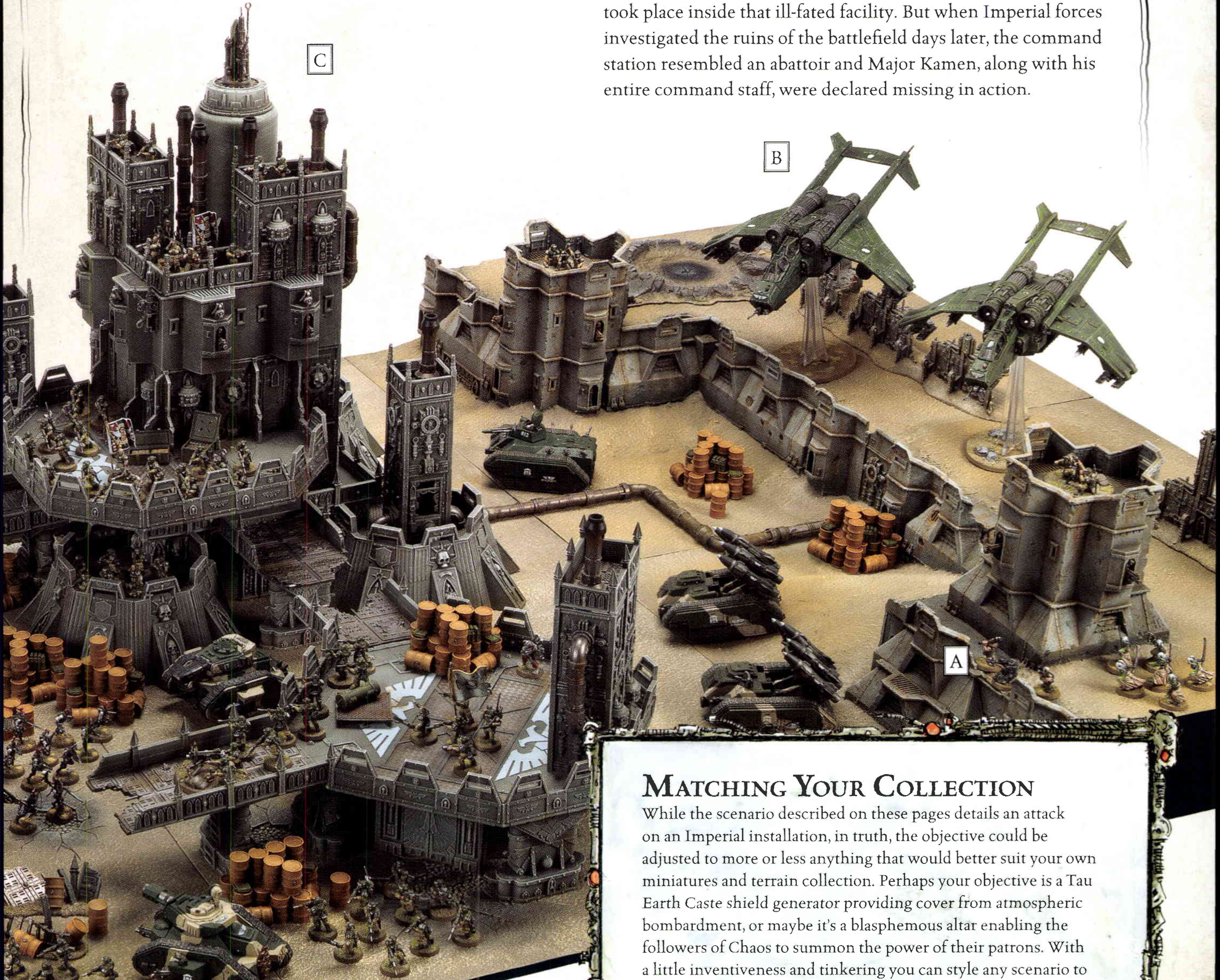
Sniper First-grade Torgon and his Ratling squad were the first Imperial Guard unit to encounter the Dark Eldar. The fieldcraft and stealth of the Ratlings proved a poor match for the Shadow Get, a coven of Dark Eldar Mandrakes. In an instant, several Ratlings were cut down by the arcane blades of the strange, Dark Eldar warriors. Even so, Sniper Torgon managed to send a garbled warning to Major Kamen by vox-caster before he too was overwhelmed and hacked apart.

B) THE FURY OF MALVOLIN DESCENDS

Veteran Sergeant Craster and his Storm Trooper squad led the meagre reinforcements from the nearby regional outpost; twenty battle-hardened veterans in a pair of Valkyrie gunships swooped in to counter the Dark Eldar assault. The lead gunship, *Fury of Malvolin*, cut down swathes of foul xenos before a pinpoint accurate blast from the nearby Ravager, *Denial of Joy*, brought the mighty gunship down. Craster and his men pulled themselves from the wreckage of their downed Valkyrie and continued taking the fight to the invaders.

C) THE ARCHON'S PLUNDER

At the start of the battle, Major Kamen rushed more warriors to reinforce the command station – but it soon became clear that it was the Dark Eldar's main target. No records remain of what took place inside that ill-fated facility. But when Imperial forces investigated the ruins of the battlefield days later, the command station resembled an abattoir and Major Kamen, along with his entire command staff, were declared missing in action.



MATCHING YOUR COLLECTION

While the scenario described on these pages details an attack on an Imperial installation, in truth, the objective could be adjusted to more or less anything that would better suit your own miniatures and terrain collection. Perhaps your objective is a Tau Earth Caste shield generator providing cover from atmospheric bombardment, or maybe it's a blasphemous altar enabling the followers of Chaos to summon the power of their patrons. With a little inventiveness and tinkering you can style any scenario to suit your own scenery collection, or build up a bespoke set to try the game out for yourself.

Example Mission

1

THE CRUCIBLE OF WAR

In this game, the attackers will need cunning (or brute force) to crush the defenders and hold the objective. The defenders will find the odds stacked against them, but heroes are born in adversity.

THE ARMIES

Decide before the game which side will be the attacker and which will be the defender. You and your opponent each choose an army, as described on page 118, with the exception that the attacker may not take fortifications as part of their army list.

THE BATTLEFIELD

This scenario is intended to be played on a 6'x4' battlefield that features a fortification in the centre. This fortification is 'owned' by the defender, though they do not pay points for it in their army list and it is not dilapidated. This fortification is the only Primary Objective for the game. After the fortification is placed, the defender may then place any other fortifications they have anywhere on the board. Finally, set up the rest of the battlefield to resemble a well-fortified outpost. We littered our table with supply crates and barrels of promethium.

DEPLOYMENT

Before deploying their forces, players should roll for Warlord Traits (see page 111). Next, the defender rolls a D3 – this is the number of units that must be kept as Reserves. The defender then deploys the remainder of his force within 12" of the Primary Objective. The attacker does not deploy at first, but instead moves his entire force onto the battlefield at the start of his first turn (see map for details). The exception to this is that Infiltrators can be deployed as normal.

FIRST TURN

The first turn automatically goes to the attacker in this scenario. The defender may not Seize the Initiative.

GAME LENGTH

This game uses Variable Game Length (see page 122).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

If the attacker manages to destroy the Primary Objective before the end of the game (see opposite for details) he scores 3 Victory Points. If the Primary Objective has not been destroyed and the defender is still in control of it at the end of the game he scores 3 Victory Points.

SECONDARY OBJECTIVE

Slay the Warlord, First Blood, Linebreaker (see page 122).

MISSION SPECIAL RULES

Night Fighting, Reserves (see page 124).

Primary Objective – Central comms station: The Primary Objective on the battlefield is of dramatic importance to both forces – one must protect it at all costs, while the other will not rest until it is plundered and then destroyed.

The Primary Objective cannot be targeted by either side. An enemy Infantry unit can destroy it by spending an entire game turn in base contact with it. This represents the warriors stealing vital data, plundering valuable resources or slaughtering the unfortunate occupants. If it is destroyed in this manner, the attackers gain the Victory Points, if it is destroyed in a different manner then neither side gets the Victory Points. Any defender within 6" of the Primary Objective gains the Stubborn and Counter-attack special rules.

Massed Attack: The attackers sweep onto the battlefield in a menacing wave, ready to unleash mayhem.

All attacking models must enter play in the first turn, although they can use any means normally allowed to them, such as Deep Strike, Outflank or secret entry point (described below). The only exceptions to this are Infiltrators, which deploy normally.

Promethium Supplies: Stored in a haphazard way, the highly volatile promethium supplies are a menace to any nearby.

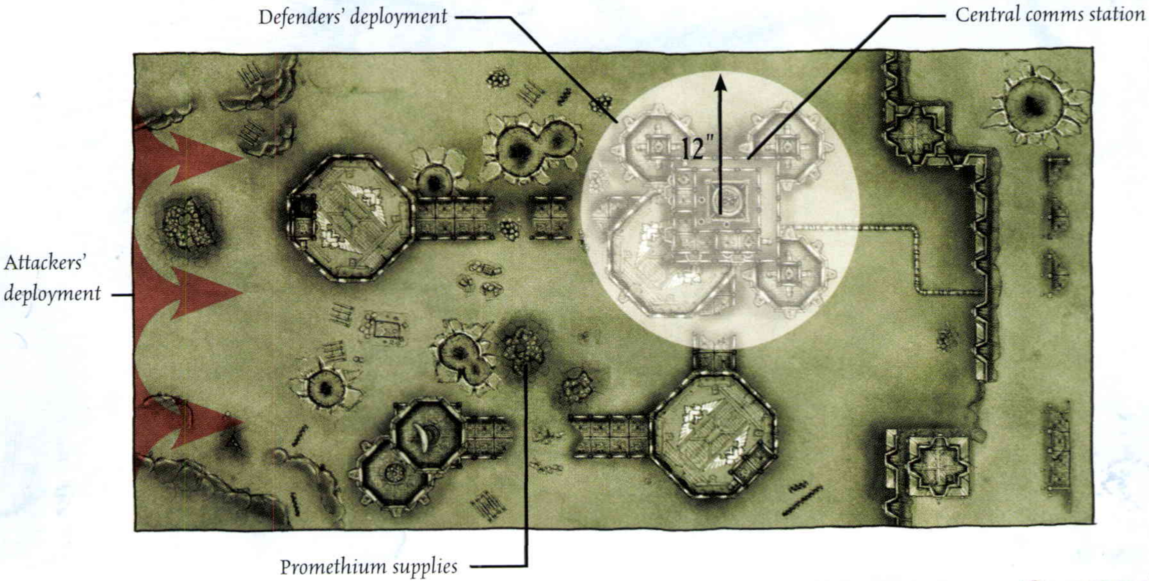
If any model within 3" of a promethium supply passes a cover save, roll a further D6. On a 1, there has been an energy explosion – centre a large blast marker over the model that made the save. Units suffer a number of Strength 4, AP 5 hits equal to the number of models from their unit that are at least partially under the blast marker.

Surprise Assault: The attackers have approached their target unnoticed and launch their grand offensive from the shadows. Like furies rising from the abyss, they strike out at their victims.

Before the game, after the defender has placed his units, the attacker may place a 'secret entry point' anywhere on the battlefield at least 24" from the Primary Objective. This should be about the size of a small blast marker. Any non-vehicle models on the attacking side may choose to enter play using the edge of this marker as their entry point when they move onto the board, should they wish to. Note, this 'secret entry point' is otherwise considered to be impassable terrain.

With the subsonic roar of their jets screaming in the ears of the foe, the Razorwing Jetfighters, known together as the Jade Vengeance, strafe the battlefield. In their wake, scores of Cadians are left dead and dying, while tanks are reduced to smouldering wreckage.

THE CRUCIBLE OF WAR: MISSION MAP



Defenders' deployment
Central comms station
12"
Attackers' deployment
Promethium supplies

933.M41

THE BANE OF DAEMONS

Vile Daemons of Chaos have infested the precious Somaro Starfort, eradicating its defenders and driving away all attempts at relief. With fiery vengeance and unquenchable faith, the Grey Knights launch a devastating counter-attack.

The orbital defence ring of Venta Secundus has been compromised. In the darkness of the void, far above Venta Secundus, drifts a fearsome array of starforts designed to protect the resplendent cathedrals of the sector's shrine world from attack. Manned by a garrison of Tech-Priests, Imperial Guard and Imperial Navy personnel, the conjoined starforts slowly orbit the world, ever-watchful for signs of invasion from the multifarious aliens of the Eastern Fringe.

When communications cease, a small Inquisition task-force is despatched to investigate the occurrence. Reports from Inquisitor Wolfe and his warband follow soon after, telling of strange happenings such as howling voices emerging from walls, psykers being driven mad by Warp dreams and a tally of exceedingly grisly casualties quickly mounting. Having discovered the root of the problem, the Inquisitor and his retinue retreat to make a full report.

To the veteran Inquisitor, it is clear that Somaro Starfort has fallen to the malign power of the Warp – rogue psykers or even Astropaths within the facility have been overpowered by Daemons and are being used as conduits through which the unholy hordes of Chaos can pour into the material universe. Inquisitor Wolfe uses the highest authority that his rank allows to summon urgent reinforcements, aid that comes in the form of the Grey Knights Chapter.

THE WRATH OF THE MALEFACTORS

Racing to reinforce the task-force leader, this Purifier squad, named the Malefactors for their unfailing sense of duty, slaughtered their way across the west walkway towards the central command bastion leaving the battlements slick with ichor.

Determined to prevent a wider daemonic incursion and the possibility of a full-scale Warp cataclysm, the Grey Knights act fast and purge the Daemon taint from the starfort. In control of the Grey Knight task force is veteran warrior, Castellan Crowe, and at his heels march a demi-Brotherhood of righteous, silver-clad warriors. Each Grey Knight is skilled in the arts of sorcery and created with the intent of being the bane of Daemons and the saviours of Mankind – even so, their task is not easy. The Daemons that assail the Somaro Starfort are numerous and full of hate; the Dark Gods ever seek to plunge the galaxy into damnation, and their foot soldiers are not be easily undone.

A) TELEPORT ATTACK

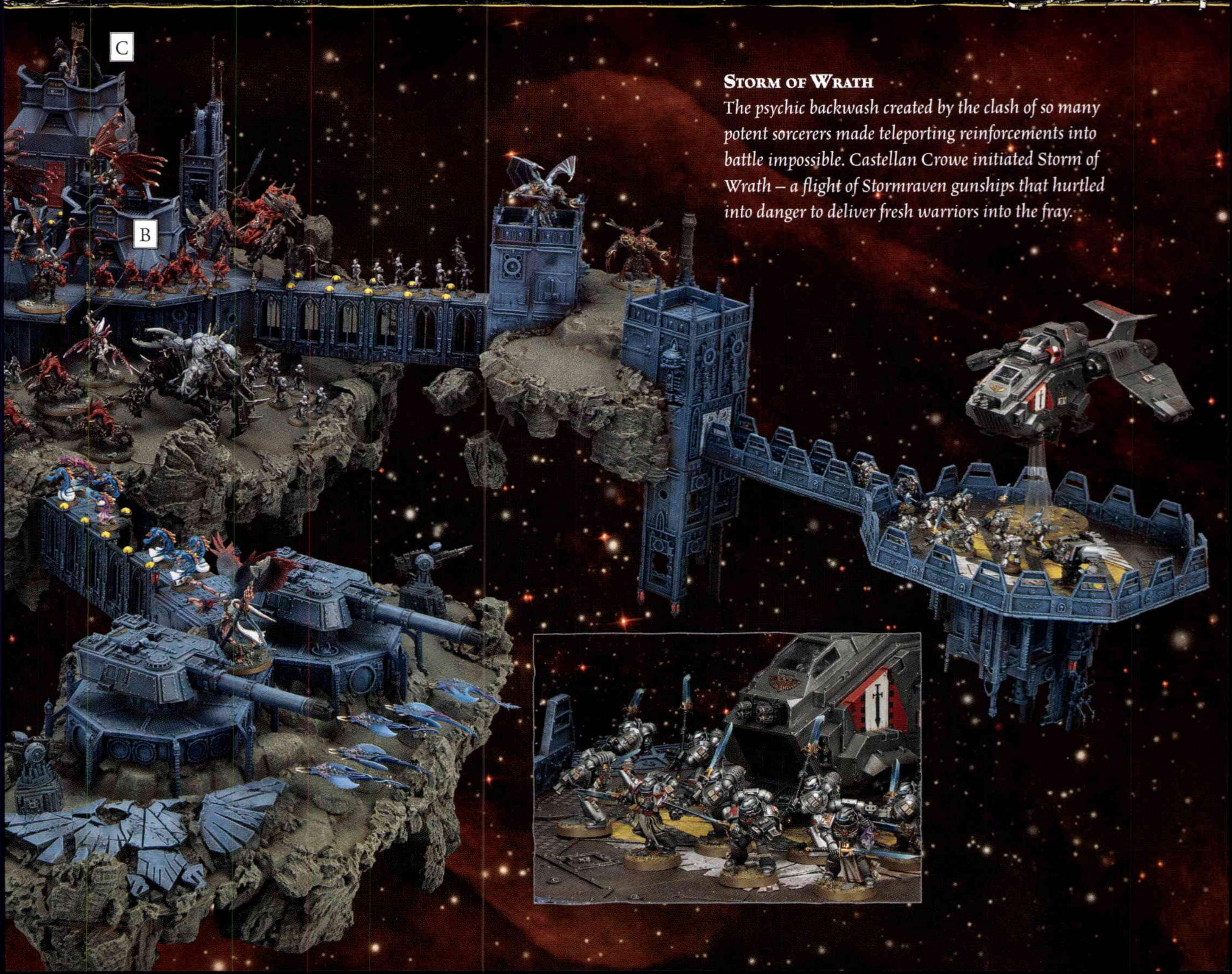
At the head of his force, Castellan Crowe was first to arrive, the Tech Adepts aboard the *Hammer of Salvation* precisely pinpointing the west procession of the starfort. Accompanied by the brother warriors of his order, Crowe set to purging the space station. Drawn to the Grey Knights like vile moths to the brightest candles, the Chaos Daemons flocked to their doom, unleashing eldritch sorcery and atavistic savagery in equal measure as they flailed against the steel-clad knights.

B) THE RISE OF THE DOOM CABAL

As the fighting intensified, more Chaos Daemons flocked to the scene. Most powerful of all were the Doom Kabal, a trio of Bloodthirsters of Khorne whose diabolical might was a match for even the Grey Knights. Fortunately for the forces of the Imperium, the presence of a pair of Dreadknights did much to even the balance, the fearsome tirades unleashed by their gatling cannons scythed down two of the Blood God's disciples before they could cause too much carnage.

C) KAIROS FATEWEAVER

The daemonic legions were bolstered by perhaps the greatest sorcerer in existence, as the twin-headed Kairos Fateweaver rained eldritch lightning down on the Grey Knights from the central control tower. Against his withering offensive, even those mightiest heroes of the Imperium fell in their droves. With the Grey Knights' advance looking as though it might falter, all eyes turned to behold a hero, plucked straight from legend, stride forth to meet the gigantic champion of Tzeentch in a blistering clash of weapons, physical and mental. Battered and scarred by the psychic duel, Kaldor Draigo banished Kairos with a righteous thrust of his fabled Titansword.



Storm of Wrath

The psychic backwash created by the clash of so many potent sorcerers made teleporting reinforcements into battle impossible. Castellan Crowe initiated Storm of Wrath – a flight of Stormraven gunships that hurtled into danger to deliver fresh warriors into the fray.

EXAMPLE MISSION

SCOUR THE STARFORT

To secure victory, you must eradicate the enemy threat and seize certain critical objectives to prevent the foe from regaining their foothold; let none stand in your path... purge the unclean!

THE ARMIES

Decide before the game which side will be the attacker and which will be the defender. You and your opponent each choose an army as described on page 118 with the exception that fortifications may not be taken.

THE BATTLEFIELD

Almost any battlefield is suitable for recreating this scenario, but ideally, the more madcap the better. Our board is built (loosely) on a 6'x4' board. Whatever your final setup, it's important to have a few objective areas defined for use in your game (on our board we have two landing pads, the central command bastion and the planetary defence lasers).

DEPLOYMENT

Before deploying their forces, players should roll for Warlord Traits (see page 111). The attacking player then deploys half of his units within 12" of the centre of the board. The rest of his units are kept as Reserves (see page 124). The defender then places his force anywhere on the battlefield more than 18" from any enemy model.

FIRST TURN

The attacker goes first unless the defender can Seize the Initiative (see page 122). Best hope that it's not an ambush!

GAME LENGTH

This game uses Variable Game Length (see page 122).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

Each objective area (see The Battlefield, above) is worth 3 Victory Points. A player is considered to control one of these areas if he has at least one non-vehicle model within 6" of it, and there are no non-vehicle enemy models within 6" of it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood (see page 122).

MISSION SPECIAL RULES

Reserves (see page 124).

Infestation: If any non-vehicle, non-HQ defender unit is completely destroyed, place it to one side. At the end of the defender's Movement phase, roll a D6 for each such unit not currently on the battlefield. On the score of a 5 or 6, that unit may re-enter play using the rules for Deep Strike.

Planetary Defence Lasers: There are two defence lasers which can be fired at the planet far below. Any defending unit within 3" of a defence laser may fire it instead of their own weapons in the Shooting phase. On a 5+, the laser has struck a target on the planet. Each success earns the defender 1 Victory Point.

Hard Vacuum: The atmospheric shield generators on Somaro Starfort are inoperable and a hard vacuum persists. While this is of no consequence to Daemons, other troops may be at grave risk. Whenever you roll To Wound, keep any rolls of a 6 to the side. To represent the chance of causing sudden decompression, these hits are treated as AP 2. Models that don't breathe (such as Daemons or Necrons) are immune to these effects.

The Long Walk: Somaro Starfort floats through the stillness of the void and only endless space awaits those who are cast adrift. If a blast marker touches a model within 2" of the edge of the starfort, in addition to any other damage caused, take a Strength test for that model. If the test is failed, it has been thrown from the station to drift into space. Remove it as a casualty. Vehicles and Monstrous Creatures are unaffected.

In Space: Note that Reserves normally enter from the controlling player's board edge. However, in this mission, they can enter from any edge of the starfort as they are shuttled in by a variety of transports and boarding torpedoes.

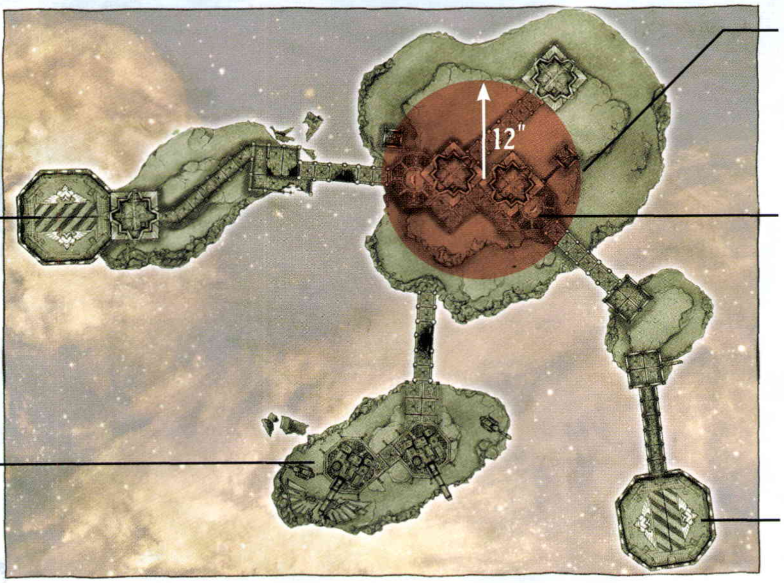
THE GREAT VOID

Sometimes there are ideas for a game that inspire an entire project. This board was born from the idea that it would be great fun to play a game 'in space', featuring Space Marines. To that end, we enforced a fairly draconian set of rules for our own battlefield.

Only models that are able to survive in a airless environment were eligible for use in this battle – right down to the requirement that they must be modelled wearing a helmet to take part in the scenario. This might seem extreme, but it looks great – and helps to evoke the idea of a battle fought in space!

As the Grey Knights, marshalling behind the indomitable Kaldor Draigo, make their push for the central control bastion, the Daemons of Chaos form up around the hateful trio of Bloodthirsters known as the Doom Cabal.

SCOUR THE STARFORT: MISSION MAP


Attackers deployment
12"
Landing pad (objective)
Central command bastion (objective)
Planetary defence lasers (objective)
Landing pad (objective)

981.M41
LAST STAND OF THE SWAMP DEVILS

The shattered remnants of the Imperial Guard army on Lowamon rallied around the fortifications of the ancient Urdek Refinery, and prepared to make a stand worthy of legend against the Tau Fire Warriors. As the Tau pressed their final offensive, and the acid-swamp became a charnel house, the Imperial forces prayed for reinforcements.

For three long years, the weary regiments of the Imperial Guard have been locked in battle with the Fire Caste of the Tau Empire on the war-ravaged world of Lowamon. While the great continents of Lowamon burn and the Imperial forces are stretched to the limit, the Tau prepar for their final push against the remnant of the Imperial Guard army. The final desperate defence comes as the Tau bring the Imperial Guard to battle at the critical Urdek Refinery – an ancient technological masterpiece, elements of which have survived since the Dark Age of Technology.

As the Tau column advance, Colonel Kratzer, the most senior surviving Imperial officer on the planet and commander in charge of the Catachan Swamp Devils, organises his command staff and remaining warriors into positions.

The bloody battle that follows sees two hated enemies seeking to break the deadlock that grips the planet. For the Imperial Guard, it is a desperate opportunity to prove the Imperium is not yet spent, and to show the indomitable force of the Emperor's Hammer. For the Tau, it is a test of their patience and the wisdom of their philosophy.

A) THE ADEPTUS BRIDGE

An ancient overpass that spans the volatile acid swamps around Urdek, the Adeptus Bridge became a focal point for much of the fighting around the Refinery. The Chimera, *Tenfold Fury*, was blasted into wreckage while attempting to transport reinforcements across the bridge. Before a rescue effort could be made to recover the crew, railgun fire from the Tau Hammerheads scythed the bridge in two.

B) THE ACID-DAM

Manned by The Dead Men, a platoon of Catachans with an especially morbid sense of humour, the Acid-dam became the scene of several bloody attacks by Kroot Carnivore squads, and later, a concerted offensive by

The Tau Fire Warriors deploy out of their transport and into cover as the assault on the refinery commences.

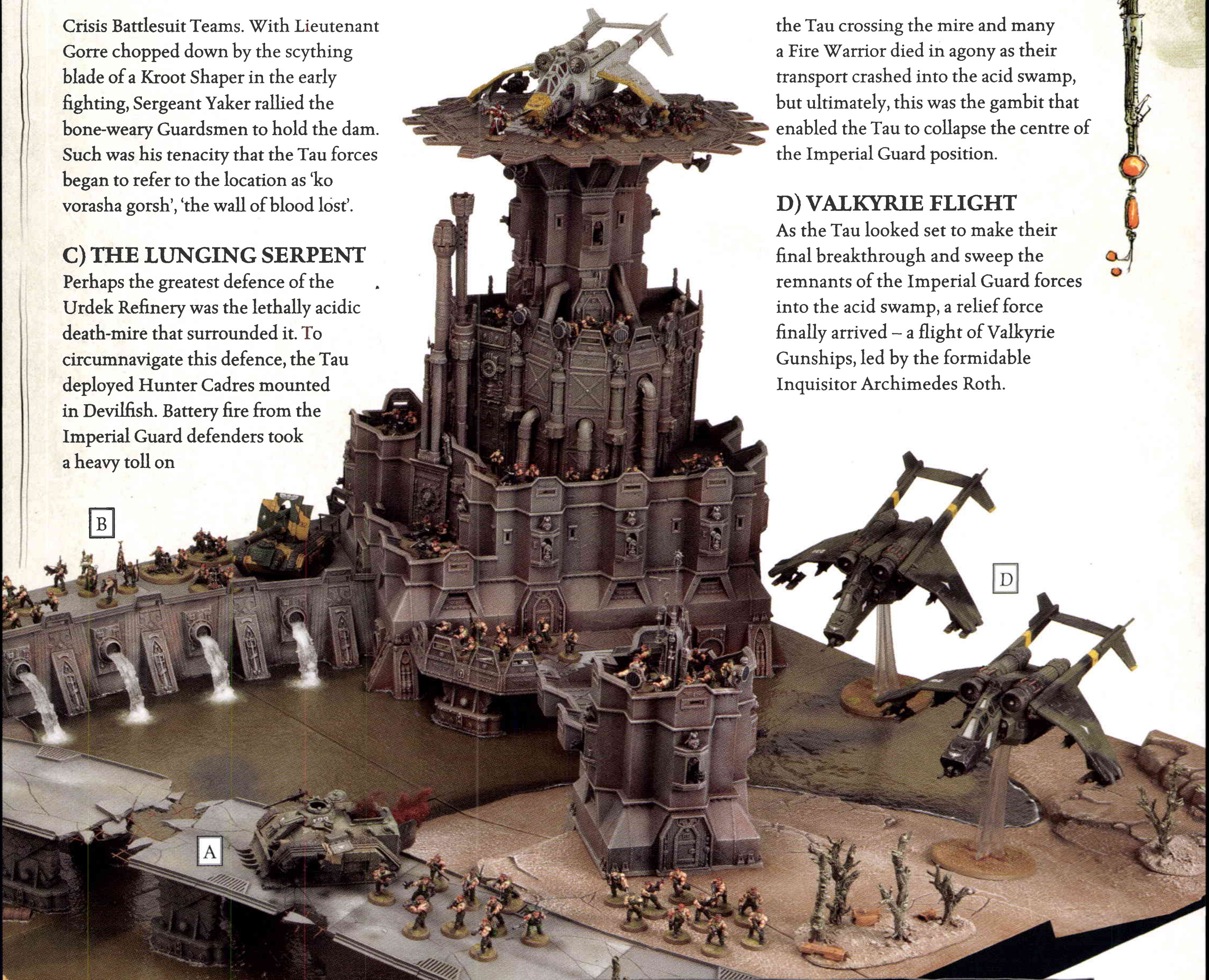
Crisis Battlesuit Teams. With Lieutenant Gorre chopped down by the scything blade of a Kroot Shaper in the early fighting, Sergeant Yaker rallied the bone-weary Guardsmen to hold the dam. Such was his tenacity that the Tau forces began to refer to the location as 'ko vorasha gorsh', 'the wall of blood lost'.

C) THE LUNGING SERPENT

Perhaps the greatest defence of the Urdek Refinery was the lethally acidic death-mire that surrounded it. To circumnavigate this defence, the Tau deployed Hunter Cadres mounted in Devilfish. Battery fire from the Imperial Guard defenders took a heavy toll on the Tau crossing the mire and many a Fire Warrior died in agony as their transport crashed into the acid swamp, but ultimately, this was the gambit that enabled the Tau to collapse the centre of the Imperial Guard position.

D) VALKYRIE FLIGHT

As the Tau looked set to make their final breakthrough and sweep the remnants of the Imperial Guard forces into the acid swamp, a relief force finally arrived – a flight of Valkyrie Gunships, led by the formidable Inquisitor Archimedes Roth.



Inquisitor Roth and his hand-picked cadre of Imperial Storm Troopers disembark from their transport to bolster the defences.

Example Mission

3

THE BLOOD OF MARTYRS

High command demands a swift and ferocious resolution to the fighting, the resources available are not unlimited. Failure will be met with the sternest of censure. Make every death count.

THE ARMIES

Decide before the game which side will be the attacker and which will be the defender. You and your opponent each choose an army as described on page 118. The attacking force should be roughly 50% larger than the defending force.

THE BATTLEFIELD

This scenario is intended to be played on a battlefield that is 6'x4', although you should adapt the size accordingly if you are using very large or small forces. In this scenario, the defending player should use their terrain to build a defensive position – some walls, barricades and other emplacements at the least.

DEPLOYMENT

Both players roll for Warlord Traits (see page 111). The defending player then places his army on the battlefield within his deployment zone (see map, opposite). The attacker may then place his force within the attacker's deployment area. Finally, the defender may redeploy D3 units to anywhere on the battlefield, so long as they are more than 12" from any enemy model.

FIRST TURN

The attacker receives the first turn unless the defenders can Seize the Initiative (see page 122).

GAME LENGTH

The length of this game is unusual – it lasts for seven turns or until one side is wiped out (most likely the defenders). See below for how the game length affects the victory conditions.

VICTORY CONDITIONS

The rules for Primary and Secondary Objectives are not used and the following victory conditions are in play instead.

Gore-Soaked Victory

The defending army has been wiped out by the end of Turn 4.

A Glorious Triumph

The defending army has been wiped out by the end of Turn 5.

Success, Barely

The defending army has been wiped out by the end of Turn 6.

A Pyrrhic Victory

The defending army has been wiped out by the end of Turn 7.

The Firing Squad For You!

The defending army has not been wiped out.

MISSION SPECIAL RULES

Night Fighting, Reserves (see page 124).

Rigged to Blow: The defenders won't surrender their position and will blast it to pieces if things look bad.

At the start of the game, the defenders nominate D3+1 pieces of terrain that are rigged to blow (make a note of the location, turn and phase in which you want them to detonate, in secret, on a piece of paper). Appropriate items include ammo crates, bunkers, mounds of wreckage and so on – anything not within the attacker's deployment zone. At the start of the relevant phase, announce the detonation and place the large blast marker anywhere with the central hole over the nominated terrain piece. Units suffer a number of Strength 6, AP 4 hits equal to the number of models from their unit that are at least partially under the blast marker.

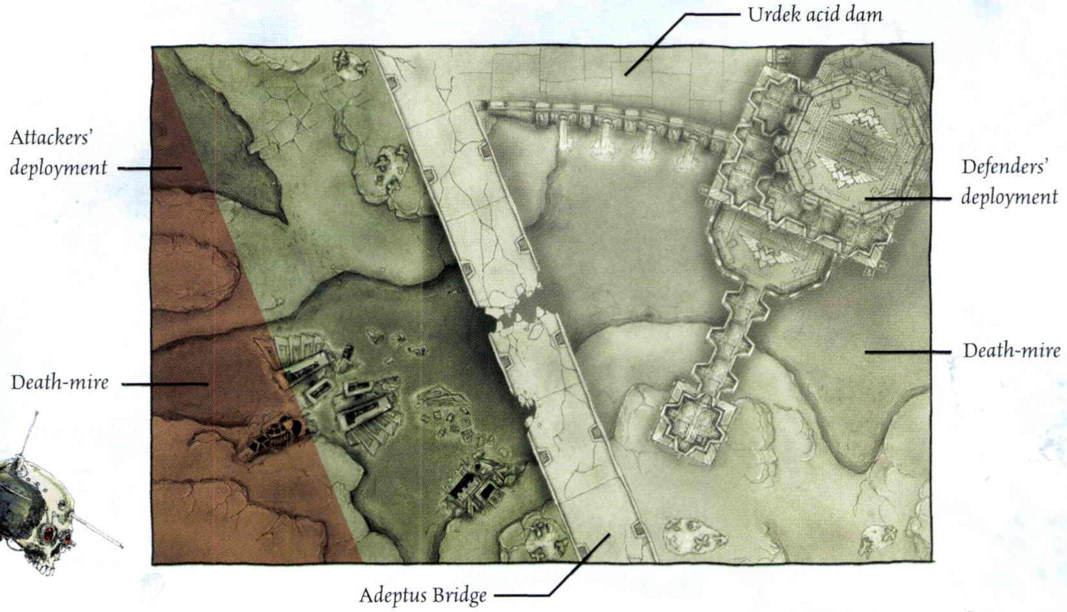
Relief Force: Reinforcements are rushing into the area. The defender may keep models in reserve, however, they all automatically enter play at the start of the defender's third turn.

Death-mire: Bubbling with highly corrosive acid, the toxic sludge of the death-mire can quickly dissolve flesh and bone. Even armour offers little protection against the seeping liquid, which finds its way through the chinks in even the most robust armour to corrode and destroy.

Any non-vehicle model that moves through the death-mire immediately suffers a Wound on a 4+ with no armour saves allowed. Vehicles that move through the death-mire must roll a D6, on the score of a 4+, they are Immobilised. At the end of the Movement phase, roll a D6 for any Immobilised vehicles in the death-mire; on a 4+, they immediately sink to the bottom and are removed as casualties, along with any models on board. Flyers, Swooping Monstrous Creatures and Skimmers treat the death-mire as open ground. Jump and Jet Pack units move over the death-mire without penalty, however, if they end their move on it, they must roll to avoid injury as above.

As the Tau forces of Commander Darktide begin to overrun the Imperial Guard, the determined Catachans make one last counter-attack – spearheaded by their remaining armoured vehicles and Inquisitor Roth's commandeered Valkyries.

THE BLOOD OF MARTYRS: MISSION MAP


Urdek acid dam
Attackers' deployment
Defenders' deployment
Death-mire
Death-mire
Adeptus Bridge

LET THE GALAXY BURN!

The galaxy-spanning Imperium of Man is an empire of incredible vastness, providing unlimited possibilities for amazing game boards and fantastical battlefields. Here, we cast our gaze across just a few of the potential war zones and battlefields of a galaxy in flames and show some fantastic pictures of warriors locked in battle.

The Imperium of Man includes worlds of every conceivable type. Many are somewhat like our own, at least at first glance – with polar regions, great rainforests, deserts and mountains. Of course, they are tarnished by millennia of warfare and strife and the ravenous Imperium of Man will have striven to plunder their resources. Others are even more incredible. From arid planets, scoured by the blistering heat of baleful suns, where even the hardiest forms of life struggle to survive, to humid, sodden swamp worlds where dry land is a distant memory and avoiding rot and rust are a vain hope. For every incredible environment that the Imperium encompasses, there is a potential battlefield for us to play our games upon. Indeed, many of the greatest battles fought in the history of the Warhammer 40,000 universe are set against the backdrop of incredible environments – from the icy death world of Fenris to the unforgiving hive cities of Armageddon.

What follows on the next few pages is a selection of amazing environments for us to set games within. We'll look at all sorts of different war zones, each with the intention of inspiring your own games. The great thing about an evocative, themed battlefield is that it helps you form your own narrative throughout your games and can inspire the tactics and game play you adopt. Take a game set in a deadly death world jungle, for example; such an environment will be ripe for ambushes and sneaky hit-and-run attacks, but warriors wanting to take full advantage of the cover that such fecund flora offers run the risk of being ravaged alive by the plant life. Of course, an ash waste may offer an entirely different experience – clearer lines of sight, for one thing, but everything comes at a cost. On the barren, dust-blasted wastes, there will be few places to hide, and if your battlefield has a corrosive atmosphere, the risk will be all the greater.

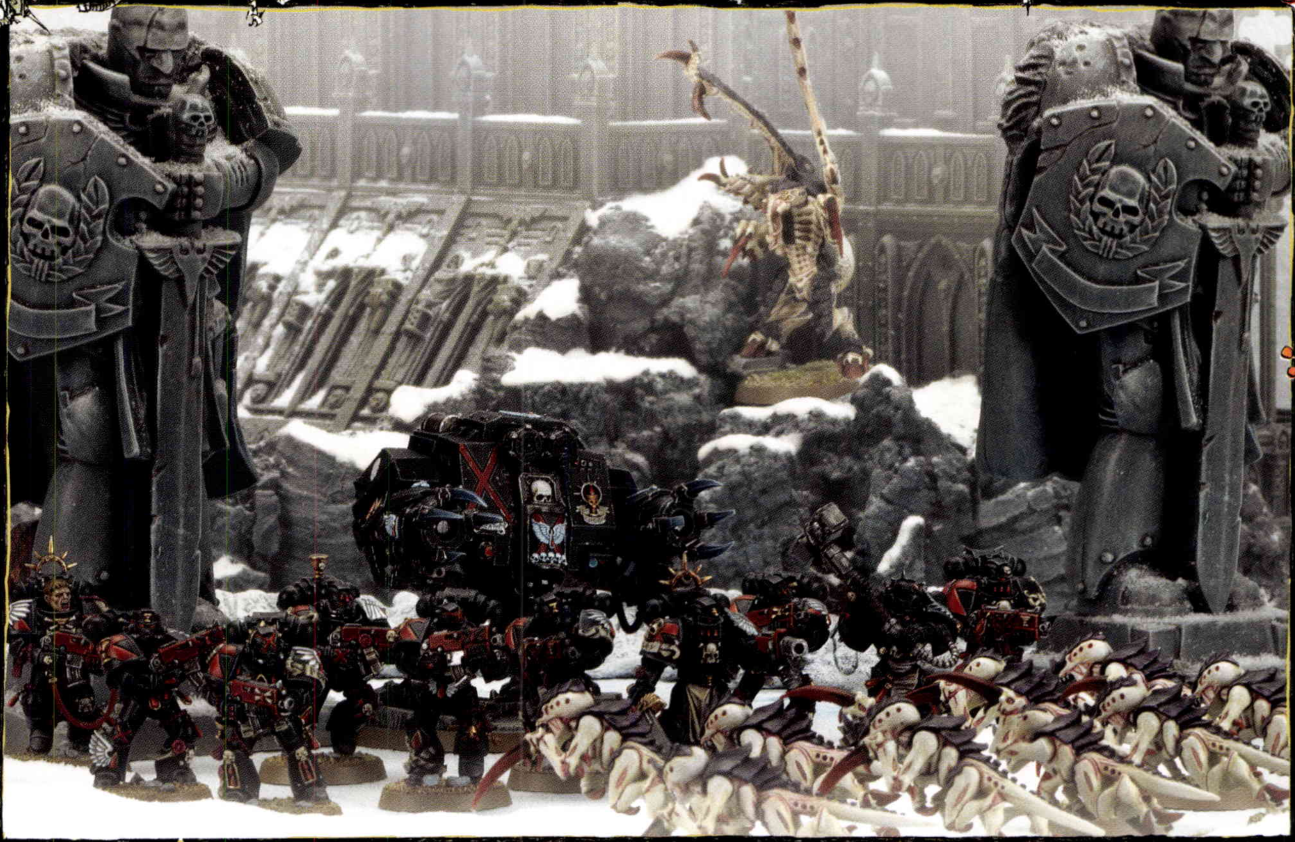
As the skies of Kimora burn, the Catachan Jungle Fighters of the XIII Regiment fight a desperate rearguard against Chaos Space Marines of the Black Legion. With hours to live before the world dies, bitterness and hate are the only things worth fighting for.

On the eighty-seventh day of the thousand-day siege of Singam Cross, Waaagh! Krogblag's boyz finally storm the Avenue of Heroes, driving the warriors of the Cadian XXV, The Dauntless, into the ash wastes beyond.

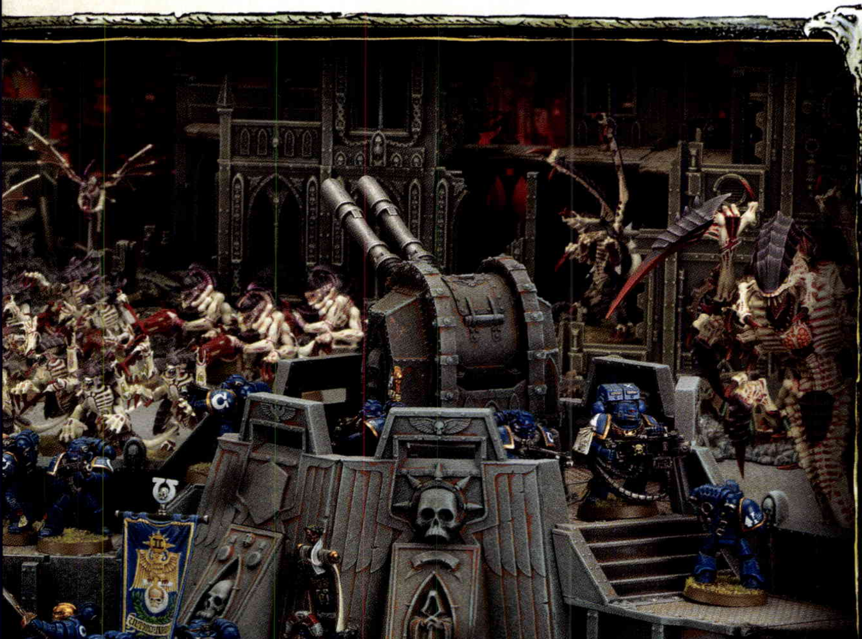
Ultramarines Battle Group Hyperion fights its way to the heart of the Tyranid infestation on Lowth XI. Unless they can crush the xenos threat, and end the invasion swiftly, it will leave Exterminatus as the only option.

The fringe-world of Kleido-Ruminathus is cursed by ancient architecture of a terrible and blasphemous origin. Upon a battlefield scourged by the eldritch power of the Warp, Task-force Garon battles the Daemons of Chaos for control of the Beast Temple.

Strike Force Sicarius blunts the ravenous advance of Hive Fleet Leviathan.



Undaunted by the swirling snow storms blanketing Nythus, the Tyranid hordes of Hive Fleet Leviathan swarm towards the Martyr Bastion. Ancient Brother Enosh and the warriors of the Blood Angels Death Company launch the counter-attack.



BATTLEFIELDS OF THE 41ST MILLENNIUM

From the acid-mires of Horin to the ice caves of Valhalla, the battlefields of Warhammer 40,000 can be as diverse a setting for a game as you wish them to be. At their most simple, players can agree that their game is set in an unusual setting (allowing their imagination to do the hard work). However, it is even more enjoyable to tailor your scenery set and game board to represent the environment of your choice – hopefully these pages have inspired you with some simple ideas to try out.

In the section that follows there are even more ideas to add into your games, such as environmental effects and quirky battlefield details to get to grips with, from the mundane (such as minefields) to the malefic (such as a Warp storm). There is no limit to the entertaining madness you can unleash in your games, except for your imagination.

TO ARMS

The galaxy holds billions of worlds, battle zones and warriors waging eternal war. All that conflict leaves room for every conceivable type of game. Something that many gamers enjoy is to cook up missions of their own. On the following pages, we offer some advice on creating new missions and mission special rules, and provide a few examples of missions that have been put together using these tips.

The process of creating new missions is one that often happens quite organically. When preparing for a game, often one player (or both) will come up with an idea to lend an additional sense of narrative to their battles. It's often just a small nugget of an idea, inspired by a piece of terrain, a new addition to an army or a scene from a novel or movie. All of these are great inspirations for a game of Warhammer 40,000 – all you need is to work out how to turn it into a mission of your own.

There are lots of considerations when building a mission – and often some of the important questions don't appear until you are partway into your battle. Because it's never that much fun to have to stop playing in the middle of an exciting fire-fight to figure out the intricacies of how to work out who actually wins, it's usually best to nail down the difficult questions before you start playing, if you can. That way everyone knows where they stand before the dice start rolling. Perhaps the biggest question of all is whether or not a game needs to be 'fair'. While most Warhammer 40,000 games are fought between evenly matched forces chosen using codexes, there's no special requirement for this to be the case (after all, how many famous battles were actually 'fair'). In fact, it can be exceedingly enjoyable to play games that are unevenly balance – such games give you a chance to forge a powerful narrative.

MISSION CHECKLIST

Before you unleash your armies onto the battlefield, it's worth making sure all players know where they stand (and how to win) Here's a quick checklist to run through when making your own missions and before you start your battle.

The Armies
What are the forces involved in the battle? Are they evenly matched or does one army have the advantage of overwhelming numbers? Are there any special requirements or exceptions that inform how to pick the units for your army?

The Battlefield
What should the board look like? How big will your battlefield be? Are there any special features such as fortifications that should be represented on the battlefield? You could also include notes on any special terrain features – do you want part of the battlefield to be sown with frag-mines, overgrown with brainleaf fronds or ironbark forests? Your decisions here will help to create a really strong visual cue for the game you're going to play.

War Zone Traits
Since it's your mission, what manner of war zone are you fighting in? Is your battle on the frozen surface of Fenris, the sun-blistered deserts of Tallarn or the fire-blasted battlescapes of Kalsifer IX?

Deployment
Where do the armies start? Are both forces lined up and ready to fight or does one enter the battlefield by teleport attack or as a wave assault? Where would you like reserves to enter play from?

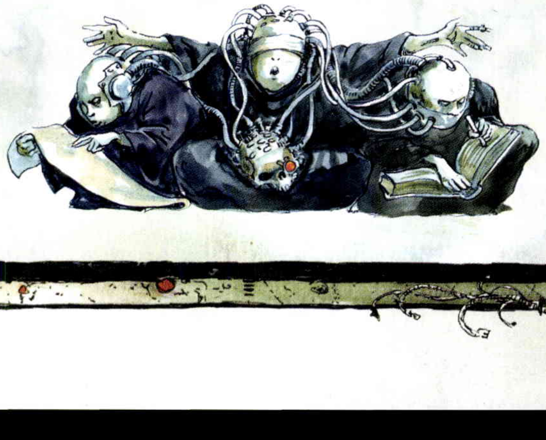
First Turn
Who has the initiative in this battle? Are the defenders caught by surprise or are they secretly preparing an ambush? Should either player know or is it completely random?

Game Length
How long does the battle last? Will it suddenly end if one player achieves a set condition or will it rage on until the bitter end? Most games of Warhammer 40,000 last a maximum of 7 turns, but yours can last longer (especially if you're playing on a large gaming area).

Victory Conditions
How do you win the game? Do both players have the same objective or are they different? Are there secondary objectives or is there only one way for players to secure victory?

Objectives
What are the objectives in this battle? Is the game won by force of arms alone or by controlling critical locations? Do you need to assassinate the enemy leader, cripple a valuable war machine or trigger a series of sub-atomic detonations?

Mission Special Rules
What are the special rules that help to define this mission – is a massive space-fleet action in orbit above you causing chunks of debris to rain down on the battlefield? Is one force suffering from shattered nerves or heavy losses? This is where you make those choices that will make your game something really special.



13 Ideas for Brilliant Battles

Any of these ideas would make for a rollicking good battle. All you need to do is pick one and set up a great-looking battlefield to play it on. If you've got the wrong army, just substitute your own force name for one of the protagonists.

Dead Ground
An explorator team has uncovered the ruins of a long-dead civilisation. Your army has been sent in for a combat patrol. What could possibly go wrong?

Cleanse and Burn
The enemy are hiding in the tetra-jungle and spies claim they are readying some manner of doomsday device. Destroy them all and claim their weapon.

Deliverance
The alien invasion has shattered the planetary defence force and now they have even captured the Imperial Governor. There will be no negotiations. Rescue him at all costs.

Honour of the Imperium
The Shrine of the Aquila lies shattered and in the hands of the hated alien. Storm the building and reclaim it in the name of the Emperor.

Void War
Pirates captured the Cargo-class vessel *Fist of Ramillion* three days ago. Such treachery cannot be tolerated. Board the ship and scuttle it – overloading the warp-drive is the best way!

Dark Fury
The tunnels beneath Tenebrae Maxima haven't been explored since the Golgotha Incident. There's something down there now, though – investigate in force.

Heretic!
The Planetary Governor has rebelled against the Adeptus Terra. Storm his fortress, exterminate him and wipe out any forces disloyal to the Emperor.

Meat Grinder
The battle has raged on the frontline for months. Today is another day of hell, unless you can finally crack the deadlock. Pay no heed to casualties, just storm the enemy position!

Reclamation
The Voriadan Bridge that spans the surging river is the only way to punch through into enemy territory, but it lies in enemy hands. Launch the spearhead and reclaim it.

Purge and Burn
The Tyranids are nesting in that building over there, the one with the broken spire. Take a kill team in and burn them out. You'll need to avoid the Gargoyle patrols and Spore Mines though…

The Swords of Vaul
The mon-keigh believe they are safe within their crude fortresses, but we shall use the webway to emerge in their midst and, under cover of darkness, eradicate them!

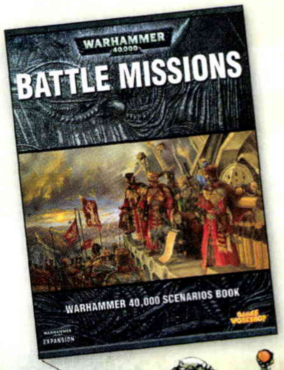
For the Greater Good
Our Pathfinder squads have observed that the Imperial Guard trenches are being overrun by Orks. If we combine our might against the greenskins, we might prevent carnage elsewhere.

Death's Head
An enemy convoy is passing through a narrow defile. Make sure that their leader never makes it out the other side.

With their Battle Mission determined and their board set up, Simon and Chad go to war, fighting out the 'Black Crusade' Mission.

Battle Missions

Battle Missions is all about playing thematic, tactically challenging games with your army. This book contains more than 30 new missions designed to test your army's flexibility and prowess. Choose your army carefully, you never know whether you will be playing in an Ambush or a Wave Assault.



EXAMPLE MISSION

4

BATTLEFORCE RECON

This game is designed to enable players to squeeze in a quick, frenetic battle into a short period of time, perfect for a blistering lunchtime battle or for getting in two or three games on a club night.

Not every game of Warhammer 40,000 has to be a full-size battle. Many players will have a collection of miniatures that is still building up in size and is, as yet, quite small. Others may only have a short time to spare for a game (such as a lunch break at school or in the office).

This mission is designed for a force of about 500 points (that's roughly a Battleforce box set and maybe a character model, or a similar collection of models), enabling you to play out a whole game in well under an hour.

This fast and deadly battle requires both players to move quickly and keep focussed on the objectives. Whilst an army can win merely by slaughtering the foe down to the last model, victory will seldom come that way. Shrewd tactics and awareness of the objective is the key to success.

MISSION OVERVIEW

Enemy troops have been trying to take control of Objective Alpha for some time now. They must be denied. Take your battleforce into the contested ground and dominate the land. Be warned, there are no friendly troops except your own warriors operating in the vicinity – fire at will and purge the unclean.

THE ARMIES

Choose armies as described on page 118. We recommend about 500 points each for this engagement.

THE BATTLEFIELD

Because this game is of a smaller size than many, it stands to keep the playing area quite compact. A battlefield of about 4'x4' should suffice. Set up terrain as described on page 120.

PLACE PRIMARY OBJECTIVES

Each player takes it in turn to place two Primary Objective markers each (coins, buttons or custom-built counters) anywhere on the board, at least 12" from any other.

DEPLOYMENT

Before deploying their forces, players should first roll for their Warlord Traits (see page 111). Players then deploy their forces in opposite corners. Roll off to see who chooses their corner; that player deploys his army within 12" of that corner. Any models that cannot be deployed must be kept as Reserves. The other player then deploys his force within 12" of the opposite corner. Reserves may come on from any point on the board edge within 12" of the controlling player's corner.

FIRST TURN

The player who deployed first takes the first turn, unless the opposing player can Seize the Initiative (see page 122).

GAME LENGTH

This game lasts for six turns. At the end of turn six, check to see who is the winner (see below). Of course, one player might have lost before this time, in which case an honourable surrender should be graciously accepted (although he can expect his warriors to be slaughtered to a man – there's very little clemency in the 41st Millennium).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each Primary Objective is worth 2 Victory Points.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

SPECIAL RULES

Reserves (see page 124).

MIXING IT UP

This game suits quick frenetic play – here are two alternative variations to try out.

Four's a Crowd

Find a few more friends and start play with one force in each corner. Players take it in turns (a sensible way to order this is to roll off, with the highest scorer going first, followed by the player to his left and so on). Assaults are only resolved when the player whose turn it is has models involved in that specific combat. Additionally, you can fire into combats that include only enemy models – just let rip at the foe as if the enemy were one big unit, and resolve hits against the nearest models in the usual way.

This style of games can be absolute bedlam, but is utterly thrilling too! It's the perfect game for when you have a couple of mates around and only one gaming table.

Suicide Squads

Sometimes a game needs to be even smaller. Try dropping the points down to a really, really, small 200 point game (that's roughly one Tactical Squad or so). Every model counts as an Independent Character though – so ignore Unit Coherency, Break tests for 25% casualties and so on. Your models are each a one-man army, out on a daring desperado mission!

Ultramarines Task-force Theramus clashes with the Orks under Bigboss Groblog. Each player is using the contents of a Battleforce box set, the perfect starting point for a larger army.

Battleforce Recon is a great mission for players who are just starting out in their collection. Here, with a Citadel Realm of Battle Gameboard and a few plastic scenery kits, a fantastic battlefield has been created.

EXAMPLE MISSION

5

THE PACT OF BLOOD

'Doubles games', where teams of two players take each other on, are always popular. The Pact of Blood demonstrates how easy it can be to enjoy a simple two-on-two battle.

One of the most popular ways to play Warhammer 40,000 is for groups of hobbyists to get together and fight a shared battle. Often this is done with massive armies as part of an Apocalypse game, but is just as easily done as a pick-up-and-play game in a club or at someone's house. This mission offers a new tactical challenge for multiplayer games.

MISSION OVERVIEW

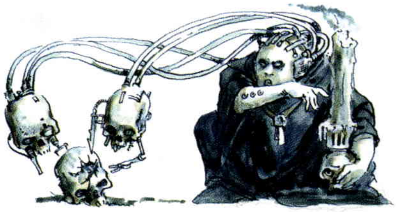
Alliances are seldom to be trusted; hidden purposes and grand conspiracies lurk behind every motive. Nonetheless, you find yourself fighting alongside a force with a common goal, or so it appears. For now, crush your common foe. When the fighting is done and the greater menace is dealt with, perhaps then you can turn to your 'allies' and have a reckoning of sorts.

PLAYERS

This mission is unusual in that it is designed for teams of two. You'll need four players to make it work (if you have even more players, just adjust the rules accordingly). Once you've got your quartet, divide your players into two teams of two. Whether you do this according to likely alliances, matching colour schemes, favourite shoe sizes or any other measure, is up to you (we find randomly determining alliances can be quite entertaining).

THE ARMIES

All players select an army from their chosen Warhammer 40,000 codex. For a moderately sized game, we recommend forces of 750-1000 points per player. If you fancy a battle that might last several hours, each could take a force of 1500-2000 points.



THE BATTLEFIELD

Next, determine your deployment map (see page 118). Then, set-up terrain (see page 120). For this mission, it doesn't matter what type of terrain you utilise as long as it looks great and suits your forces. Share your terrain collections to make a fantastic-looking battlefield that is being contested by two allied armies.

PLACE PRIMARY OBJECTIVES

After you have set up terrain, the players will need to set up D3+2 Primary Objectives (see page 121).

DEPLOYMENT

One player from each team rolls a D6 to determine which team deploys first. The team that rolls lowest must then nominate a player to place his force on the battlefield. In the result of a dispute (it's hard to imagine an Ork player offering to go second, for instance), players within a team should also roll off. Once the first player has fully deployed, a player from the other side deploys next, and so on.

FIRST TURN

The side that deployed first receives the first turn unless the opposing team can Seize the Initiative (see page 122).

GAME LENGTH

This battle uses Variable Game Length (see page 122).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If the players have the same number of Victory Points, the game is a draw.

Primary Objective

At the end of the game, each Primary Objective is worth 3 Victory Points.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker (see page 122).

MISSION SPECIAL RULES

Reserves, Mysterious Objectives (see page 124).

Victory Above All Else: Whilst the team with the most Victory Points wins, you might also want to work out the individual winners for each team too. Before the game starts, each player should roll a D6 and consult the following table to see what their secret mission is (they should then record it on a bit of paper, the back of their army list or somewhere hidden away). At the end of the game, both players on the same team should compare secret missions – if only one player has completed their mission, they are the winner for their team. If both (or neither) players have, then the victory (or defeat) truly is shared.

D6	Result
1	**Extermination.** Your forces destroyed more enemy units than your ally.
2	**Decapitation.** Your forces killed the enemy Warlord.
3	**Domination.** You have more scoring units on objectives than your ally.
4	**Recon.** You have more scoring units in the enemy deployment area than your ally.
5	**Defence.** You have more scoring units in your deployment area than your ally.
6	**Vertigo.** You control the High Ground (the point on the battlefield closest to the ceiling).

Fragile Alliances

Even in the most desperate and dire situations, there are some hatreds that cannot be set aside, some enmities that cannot be ignored. There are warriors who would rather die gloriously in battle than find common cause with their most hated foes.

When you are working out which players will be on the same side in a game such as this, you will need to consider which forces are capable of allying with one another, as detailed in the Choosing your Army section of the rules, on page 108. Normally in any group of four players there are a couple of suitable alliance that you can arrange. In the direst of circumstances, however you could always tweak the scenario so that one player increases the size of his army and takes on three opponents at once.

CREATING MISSION SPECIAL RULES

Homegrown missions are the ideal place to delve into the weirdness and chaos of the Warhammer 40,000 universe – from the relatively 'ordinary' special conditions, such as land mines or a preliminary bombardment, to seismic cataclysms or even a battle fought amidst swirling Warp Winds or Haunted Wastes.

Here, you will find plenty of examples of special rules to include in your own missions. These can either serve as rules you can put straight into play, or you can tinker with them, changing their effects or altering the way they work. The point, really, is to use them to your best advantage, to create fantastic missions for you and your friends to play games with.

MINEFIELDS

Minefields are a formidable, if somewhat indiscriminate way of protecting territory. Blasting ragged holes in enemy formations is unsubtle, but it's also a highly effective deterrent to attackers. In the 41st Millennium, there are thousands of varieties of land mines, from the highly advanced plasma-shock mines utilised by the Earth Caste of the Tau Empire to the crude, but effective, cluster-frags created by Ork Mekboyz.

A minefield is represented by a marker or counter (typically a coin, button or similar). After the battlefield has been set up, the players roll off. Whoever wins rolls D3+3; this is the number of mine markers there are to deploy. Starting with the winner, alternate placing these markers anywhere on the battlefield until there are none left.

- All models in a unit within 3" of a mine marker count as being in both difficult and dangerous terrain.

- All models in a unit within 3" of a mine marker may choose to ignore the penalties for difficult terrain, instead moving as normal. If they do this, they will fail their Dangerous Terrain test on a 1 or 2.

- Any unit that suffers one or more casualties from a Minefield must immediately take a Pinning test.

SPECIAL MINEFIELDS

There are many weird and wonderful weapons used by the Imperium and its many enemies across the galaxy. There are a never-ending variety of mines, traps and bombs you could use in your games. An Eldar monofilament mine could inflict 2D6, Strength 2, hits with the Rending special rule against units that fail an Initiative test within 3". A Tyranid acid-mine might unleash Strength 3, AP 3 Template attack against foes who stray too close.

PRELIMINARY BOMBARDMENT

At the beginning of a major offensive, one side calls down a thunderous bombardment, shattering enemy defences.

A Preliminary Bombardment takes place after both forces are deployed, but before the first turn. The player who has the Preliminary Bombardment (usually the attacker, but some missions may specify otherwise) rolls a D6 for every enemy unit that is not currently within a building or ruin. On the score of a 6, the unit is affected.

- Affected vehicles suffer a glancing hit on the roll of 4+.

- All other units that are affected suffer D6 Strength 5 AP 4 hits with the Pinning special rule.

HIDDEN SET-UP

We know the enemy is out there somewhere… but where exactly is the problem. Recon in force is required.

Sometimes your mission will call for one force to begin the battle already hidden from the foe – perhaps they are lying in wait, planning a careful ambush. To deploy using Hidden Set-up, you will need a series of counters – one for each unit in your force and several spares.

- Make sure you have a counter assigned to each unit in your force (a number written underneath is a good way to do this). Leave the spare markers blank.

- When it is your turn to deploy, place all the markers within the correct deployment area, including the spares.

- Units that are in Hidden Set-up do not move, shoot or assault, nor may they be targeted.

- If the enemy wishes to reveal a hidden unit, they must nominate one of their own units at the start of any phase. That unit must roll a D6 and add its Initiative value (using the highest in the unit). If the score is equal to or greater than the distance to a marker, in inches, turn it over. If the marker refers to a unit, it is immediately placed on the board, with at least one model touching the counter. Markers are revealed automatically if they lie within 3" of an enemy model at the start of any phase.

- The controlling player may choose to reveal any hidden units at the beginning of any turn – simply reveal them as described above.

WAVE ATTACK

It is a grim but undeniable fact that one of the most plentiful resources for many armies is the lives of its warriors. When tactical skill and cunning will not suffice, overwhelming, devastating weight of numbers often will.

Wave Attacks allow one force to 'recycle' models previously removed from play as casualties, representing wave after wave of attacking troops. Do this in the following way:

- Whenever a non-HQ, non-vehicle unit in the attacking force is destroyed, leave it to one side as a wave reinforcement.

- At the end of the controlling player's Movement phase, any wave reinforcements can move onto the board from any point along the controlling player's board edge – simply move them into play following the normal rules for reserves.

- Note, wave reinforcements may not Outflank, Deep Strike or otherwise enter from reserve – they're part of a wave assault, and simply move on behind the main force.

WARP STORM

There are times when the veil between the material universe and the roiling maelstrom of Chaos known as the Warp runs thin, and the galaxy is subjected to fearsome Warp storms – like a fast-flowing river that has burst its banks, sweeping those nearby away in a torrent of insanity and death.

If your battle is taking place during a Warp storm, there is a very real chance that warriors from either side will be ravaged by the power of Chaos.

- All Psychic tests are made on 3D6, discarding the highest. Additionally, any roll of a double (including the discarded dice) causes Perils of the Warp.

- Units that are called upon to make Morale checks must do so on 3D6, discarding the lowest.

- Daemons and Grey Knights ignore the above effects.

LIGHTNING STORM:

The skies are wracked by incredible storms, with forks of lightning piercing the skies and hammering the ground. None are safe from the storm's wrath – those who have climbed too high are especially at risk of a painful shock…

Every turn, roll a D3 – This is the number of lightning strikes that hit the battlefield. The first is resolved against the highest unit on the battlefield (as in, the closest to the ceiling). Any subsequent strikes are placed by the player whose turn it is. Roll for scatter for these subsequent blasts as though they were firing indirectly (see page 34). For each strike, use a small blast marker with the following profile: Strength 8, AP 5, Pinning.

VOLCANIC ERUPTION

Inexorable rivers of lava are flowing onto the battlefield.

At the beginning of each game turn, each player places a section of fireblood (see page 103) on the board. Sections should be roughly 6" long by 3" wide. Sections can be placed touching a board edge or another section, but they can never travel back up a hill (red crepe paper or fabric is fine for representing fireblood, while enterprising hobbyists might make some impressive modular scenery). Additionally:

- Any model that is under a section of fireblood when it is placed suffers a Strength 10, AP 1 hit unless they can pass an Initiative test. Vehicles without an Initiative characteristic are affected on a 2+. Vehicles are always hit against their rear armour.

- Flyers, Flying Monstrous Creatures, Jetbikes and Skimmers are unaffected.

SEISMIC CATACLYSM

The planet is literally shaking itself apart.

At the start of each turn, the player whose turn it is rolls a D3 – this is the number of cataclysm markers that must be placed. To place a marker, choose a point on the battlefield and roll for scatter. Place your marker on the final location.

- Terrain pieces touched are automatically destroyed as they collapse into the ground.

- Any model touched by the marker, or in a terrain piece that is destroyed, must pass an Initiative test or plummet to their death beneath the ground.

- For vehicles without an Initiative, roll a D6; on a 1 they are unaffected. On a 2+, they are removed from the table.

- Skimmers, Flyers, Flying Monstrous Creatures and Jetbikes are unaffected.

- After all other effects have been resolved, use terrain pieces such as craters to represent the sink-holes they leave behind – they remain as both difficult and dangerous terrain.

DAEMONIC ATTACK

A Warp storm is unleashing madness upon the galaxy.

At the start of each turn, roll a D6. On a 4+, a unit of up to 2D6 Daemons appears. The unit immediately joins the army of the player whose turn it is. Deploy them onto the battlefield using Deep Strike. You can find profiles for Daemons in Appendix 2. If you have *Codex: Chaos Daemons*, you can use the profiles and special rules listed there instead.

WAR ZONE TRAITS

Looking to pour even more diversity into your battles? War zone traits offer an interesting (and often very dangerous) twist to your games by introducing environmental effects. Whilst some will help your force out, others will hinder you – and all of them will change your game.

The galaxy is a big place, with all manner of dangerous alien worlds. Most planets in the Imperium offer some manner of threat. Many more are incredibly dangerous places, fraught with perils enough to make ordinary life difficult and warfare downright death-defying. A planet might be highly radioactive or have strong (or fluctuating) gravity, for instance. Its air might be thick with Warp-stuff and sorcery, or it might even be a living planet whose many dangers are directed by malign intelligence.

If you fancy using a war zone trait in your game and you haven't got a particular idea in mind, just roll 2D6 and consult the following table:

War Zone Traits Table

2D6	Result
2	Corrosive Atmosphere
3	High Gravity
4	Toxic Mist
5	Warp Winds
6	Sub-zero
7	Pall of Night
8	Radioactive Hot Zone
9	Low Gravity
10	Psychic Dead Zone
11	Haunted Wastes
12	Lifebloom Spores

These war zone traits are designed as environmental effects that help to theme your battlefield to a particular kind of world. If you're planning a mission set upon a particular world, then choose the most appropriate war zone trait for your game. If your game is setup upon the frigid frost-crags of a super-cold ice planet, you'll want to apply the Sub-zero special rule. Likewise, if you're fighting upon the lethal ash-wastes of Armageddon, you might want to adopt Corrosive Atmosphere or Radioactive Hot Zone (or both).

Remember, however, that all of these war zone traits are simply suggestions, and by no means the only way that you could resolve certain in-game effects. If there is one you particularly like, use it. Alternatively, feel free to allow them to serve as inspiration for your own ideas, rather than fixed instructions, adapting and adopting them as you see fit.

2. CORROSIVE ATMOSPHERE

The chemical cocktail of this world's air can eat through even adamantium, if given enough time.

For the duration of the game, all armour saves of 6 must be re-rolled. Other saves are unaffected. Furthermore, armour penetration rolls of 1 must be re-rolled.

3. HIGH GRAVITY

This world has a crushing embrace and seldom allows anything to escape it for long. Shots fall faster, and those who would resist gravity's power find a greater struggle.

All non-template weapon ranges are treated as being 6" shorter for the duration of the game. Grenades and pistols are not affected – use their normal ranges.

In addition, all Jump units can only move 9" when using their jump packs, rather than 12". Jetbikes and Skimmers can only move a maximum of 9" in the Movement phase (Running, Turbo-boosts and moving Flat Out are unaffected).

4. TOXIC MIST

The atmosphere of this world is thick with virulent contagion, perhaps the emissions of the planet's flora, but more likely the leftover biomunitions of an earlier battle. This poison clings to blades, bullets and fangs, envenoming every attack.

For the duration of the battle, all close combat attacks have the Poisoned (4+) special rule.

5. WARP WINDS

The Dark Gods of Chaos have blessed (or cursed) this place with their power. Any psyker who practises his art upon this world runs an increased risk of drawing the attention of soul-hungry Daemons.

For the duration of the game, Perils of the Warp occurs on the roll of any double when taking Psychic tests. Even Daemons are affected by this rule (the Dark Gods are capricious, after all).

6. SUB-ZERO

Bitter winds and distant orbit render this world an icy wasteland that saps heat and strength from all who battle here. Such is the dreadful cold that every misstep can be fatal, with bones and flesh shearing off with every tumble.

Dangerous Terrain rolls anywhere on the battlefield are failed on the score of a 1 or 2. In addition, Weapons with the Gets Hot special rule lose it for this game.

7. PALL OF NIGHT

Whether the result of supernatural means, super-dense smog clouds or the fact that the planet is a night world, a thick, almost impenetrable gloom shrouds the battlefield.

The rules for Night Fighting are in effect for the entire game (see page 124).

8. RADIOACTIVE HOT ZONE

The air boils and screams with the hot wrath of earlier battles, causing unstable weapons to misfire more readily.

Weapons that have the Gets Hot special rule get hot on rolls of both 1 and 2.

9. LOW GRAVITY

It takes little to escape the pull of this planetoid.

All non-template weapon ranges are treated as being 6" longer for the duration of the game – grenades and pistols are unaffected.

In addition, all Jump units can move 15" when using their jump packs, rather than 12". Jetbikes and Skimmers can move a maximum of 15" in the Movement phase (Running, Turbo-boosts and moving Flat Out are unaffected).

10. PSYCHIC DEAD ZONE

Peculiar crystals embedded throughout the planet's crust dampen a psyker's connection to the Immaterium, making it harder to access his powers.

For the duration of the battle, all Psykers halve their Leadership for the purposes of Psychic tests, but are immune to Perils of the Warp.

11. HAUNTED WASTES

This blasted place is thick with spectral forms. Are they Daemons, aliens living out of phase with the physical world, or the spirits of the slain? Nobody knows, but few warriors are entirely comfortable fighting alongside their eerie forms.

All models suffer a -1 penalty to their Leadership for the duration of the battle.

12. LIFEBLOOM SPORES

The air is choked thick with regenerative particles that bind wounds and heal injuries. They also begin converting the combatants into plants, but that's a problem for another time.

All models have the Feel No Pain (6+) special rule for the duration of the battle.

WARHAMMER 40,000 EXPANSIONS

The galaxy holds billions of worlds, battle zones and warriors waging eternal war. Across myriad worlds, on planets of ice and battlefields of lava, jungle and ash, armies of every conceivable size and composition engage in mortal battle. Whether you are fighting a tiny skirmish or an epic tank-battle, you can make a difference in the eternal struggle...

The Warhammer 40,000 rules are but the tip of the iceberg in a wider hobby. Fight massive battles with vast armies on each side, or tense squad-actions amidst the ruins of an Imperial city, or storm your enemy's lines with an orbital assault spearheaded by drop-pods and flyers – the only limit is your imagination.

Warhammer 40,000 expansions provide new ways to use your collections, and allow you to tailor your tactics and armies for battle across many theatres of war. At the time of writing, there are five such expansions for Warhammer 40,000: *Battle Missions*, *Spearhead*, *Cities of Death*, *Planetstrike* and *Apocalypse*. Each of these modify the rules for Warhammer 40,000 that you are accustomed to, sometimes in small and subtle ways, although at other times they dramatically alter the way in which you can use your force on the tabletop, not to mention the composition of your army. Expansions shed light onto some incredible exciting ways of playing the game, pitching forces into battle zones or situations which will test your tactical flexibility to the limit.

Over the next few pages we'll look at each of these and how you can incorporate them into your games of Warhammer 40,000 to enhance your hobby experience. What's great about all of these expansions is that they each examine a different, exciting aspect of warfare in the 41st Millennium. They bring the stories, events and encounters that we know so well to life, and enable us to fight battles set within them.

Take *Spearhead* as an example: it focuses on fast-moving tank-oriented battles. If you've not collected many tanks, *Spearhead* gives you the chance to explore that part of your force because tanks and similar units become so useful in Spearhead games (it's also a pretty good idea to stock up on anti-tank weapons for your army too, since on a Spearhead battlefield, anti-tank weapons have a rather target-rich environment). Even if you have all the tanks you can bear, the tactical applications that a Spearhead game presents should keep you on your toes.

Games of *Spearhead* invariably involve covering a lot of ground quickly – you'll want to organise your force into fast-moving formations to seize critical objectives before your foe can, and powerful tank-hunters to blast the enemy's armoured units away from critical objectives.

THE FUTURE OF WAR

One question to address is how to go about incorporating a game that uses an expansion with your gaming group. Whilst it is true that playing an expansion such as *Cities of Death* or *Planetstrike* does require a little more preparation, it is still fairly simple to organise. Many players like to arrange their regular games based around one of the expansions – with players preparing ahead of time and bringing along any necessary scenery and miniatures.

Over the following pages we'll look at each of the expansions that exists at the time of writing and what they each offer in terms of tactics, gaming and collecting opportunities. Further into the book we'll also point out just how easy, and enjoyable, it can be to play linked games using a mixture of expansions and regular Warhammer 40,000 missions.

SPEARHEAD

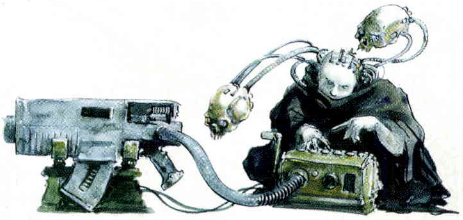
Spearhead recreates the full terror of armoured war, pitching your army into the maelstrom of battle against the mechanised fury of your opponent. Mobility and heavy firepower are the keys to victory in a game of Spearhead and you must choose a strategy that will suit your army and secure the road to victory. In a game of Spearhead, the guns will roar and the battlefield will become littered with wreckage. Aggressive tactics, and faith in the steel hides of your armoured vehicles are the key to success.

Spearhead allows you to take specialised formations in addition to the ordinary restrictions of your army's force organisation chart. These formations are the eponymous Spearheads and encompass the likes of Tank Hunters, Crusher Spearheads and Monstrous Spearheads. Each of these tactical formations comes with a range of special rules that enhance it in battle. When you play games of Spearhead, you can either use the standard Force Organisation chart, add Spearheads to your force or use Spearhead formations exclusively.

CITIES OF DEATH

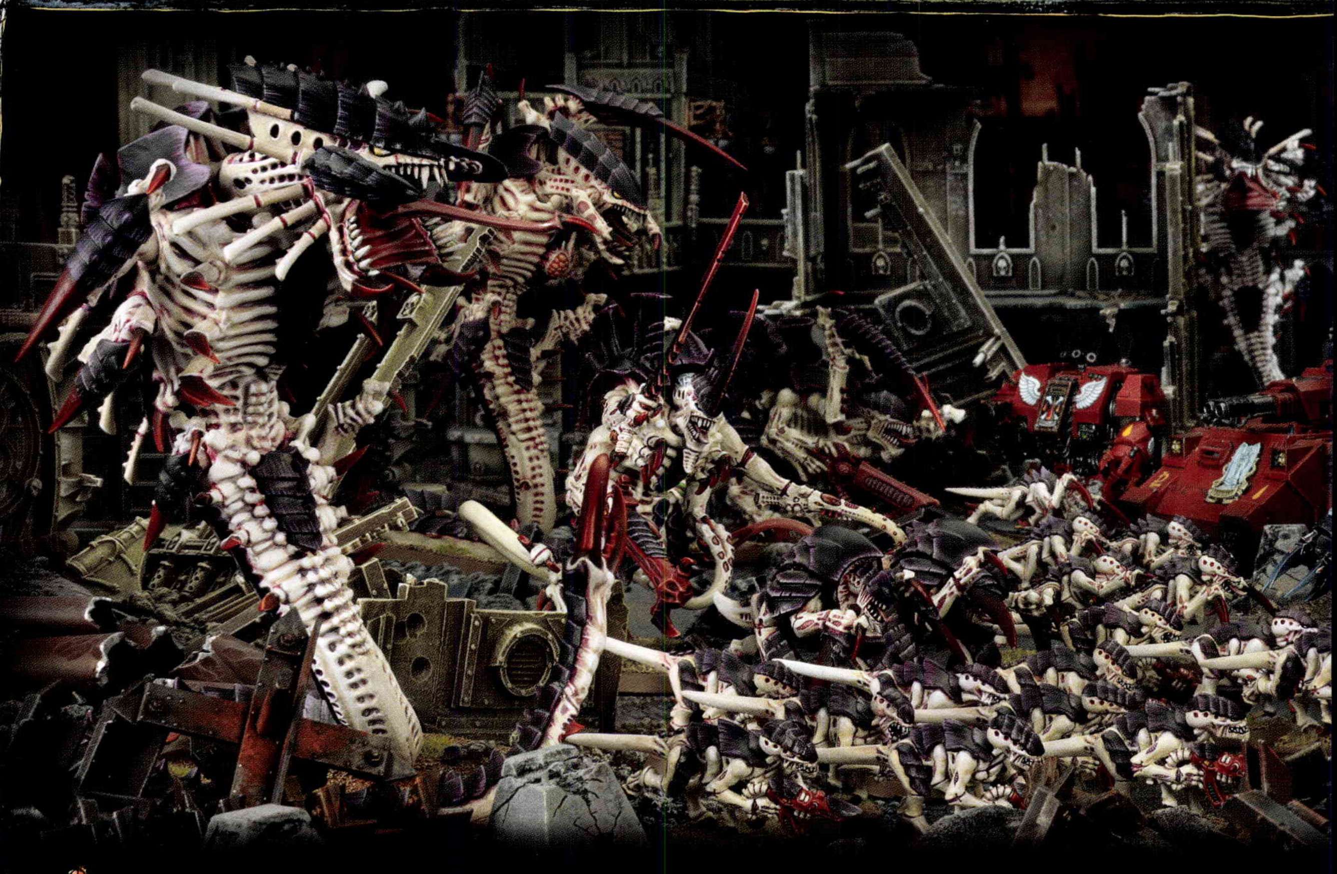
In a galaxy in which every planet is a bitterly contested war zone, cities make for the bloodiest of battlefields. Bombed from orbit, the blasted ruins are overrun by hordes of slavering aliens or crushed beneath the treads of mighty tanks. Ruthless and determined warriors fight through every building, purging the foe wherever they are found.

Many of the greatest and most terrible battles fought in the 41st Millennium have occurred in the cramped confines of cities, beneath the towering shadow of impossibly vast population centres. Urban combat brings out the most brutal and vicious tactics available to an army, as battle lines are often separated by only a single street or wall, and every building becomes a bastion of resistance to be fought over.

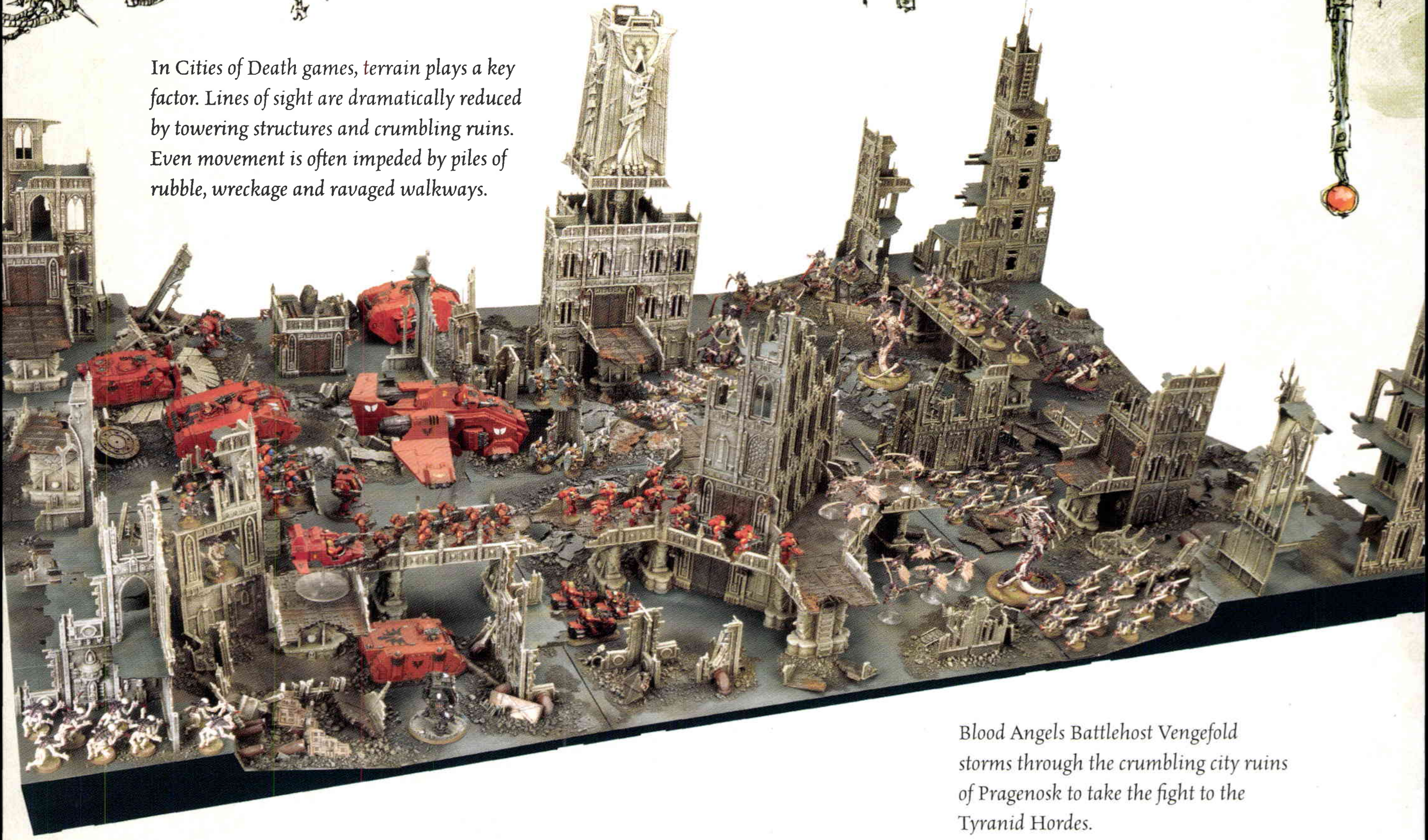


The *Cities of Death* expansion contains additional rules and missions for cityfighting, enabling you to take the battle to the blood-soaked streets. In a Cities of Death game, the sheer volume of cover means that armies are often much closer to one another before the shooting starts, and when it does, it is especially brutal! Blistering short range volleys leave squads in tatters and the devastating assaults of blood-mad fighters can sweep even dedicated defenders from their fastnesses. Plentiful cover means that warriors can often weather artillery barrages, rising from their shattered defences as soon as the booming of the big guns has faded.

At the heart of the *Cities of Death* expansion are the stratagems – cunning ruses and specialist tactics that players can put to use to swing the course of the battle in their favour. Stratagems can enable your warriors to enter the fray from the sewers beneath the battlefield, abseil onto rooftops or deploy devastating demolition charges to bring city ruins crashing down around their defenders. These stratagems provide incredible tactical depth and transform an already tense and atmospheric game into a life and death struggle in the urban hell of the 41st Millennium – the cities of death.



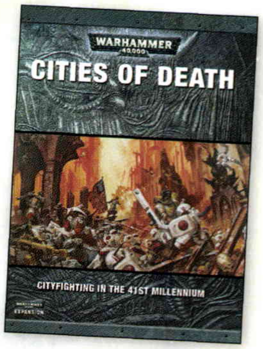
In Cities of Death games, terrain plays a key factor. Lines of sight are dramatically reduced by towering structures and crumbling ruins. Even movement is often impeded by piles of rubble, wreckage and ravaged walkways.



Blood Angels Battlehost Vengefold storms through the crumbling city ruins of Pragenosk to take the fight to the Tyranid Hordes.

CITIES OF DEATH

Cities of Death is an 80-page book containing not only the rules, gaming advice and stratagems you'll need to get your own Cities of Death games going, but also plenty of cool hobby material and thrilling background, including accounts of some of the most famous cityfights of the 41st Millennium. Used alongside your *Warhammer 40,000* rulebook, the *Cities of Death* expansion will provide hours of enjoyment, with ideas for modelling terrain and stratagems as well as a wealth of gaming material for you to sink your teeth into.


WARHAMMER 40,000
CITIES OF DEATH
CITYFIGHTING IN THE 41ST MILLENNIUM
WARHAMMER 40,000 EXPANSION

PLANETSTRIKE

The fate of an entire world hangs in the balance. Crazed invaders and elite troops rain down from orbiting dropships, determined to wrench control of the surface from the enemy's hands. Soldiers sprint across crater-pocked tracts of no-man's-land to reinforce their embattled brethren. Nowhere is safe, there is nowhere to hide: this is *Planetstrike*!

Every planetary invasion begins with an unstoppable onslaught as the forces of the enemy descend upon on the defenders. Invasion zones become seas of fire and blood as the relentless might of the attackers is levelled against the enemy below. Games of Planetstrike are incredibly bloody as attacking forces Deep Strike directly into the heart of the foes, following in the wake of an intense orbital bombardment. Defenders, protected by formidable bastions and equipped with all manner of automated weaponry, must weather this firestorm and then sally forth, guns in hand to sweep the invaders from the battlefield before all is lost.

In games of Planetstrike, one player takes on the role of the attacker in a full-scale orbital invasion. The other player is the defender, who must set up a battlefield littered with obstacles, minefields, barricades and fearsome bastions to stave off the attacker. Planetstrike games take on a strong narrative feel as the defending player sets up his fortifications before the game begins and then challenges the attacker to give them his best shot! Both players get modified force organisation charts to select their armies from, enabling them to take forces specifically suited to their chosen role. They can also draw upon a dazzling array of stratagems to unleash upon the foe. The defender can call upon the likes of laser mazes and minefields to stymie his foes, while the attacker can implement orbital barrages or even bring the wreckage of orbiting spacecraft crashing down onto the battlefield.

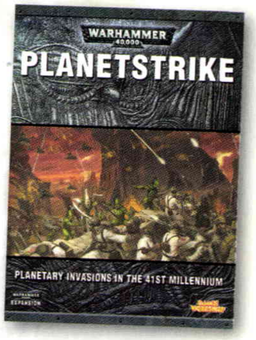
One of the most thrilling aspects of Planetstrike games is the interactivity of the terrain. The defender in a game of Planetstrike has an impressive defensive network at his disposal and can turn the weapons built into the bastions and defensive positions against the attacking force, wreaking havoc amongst the attackers. Many hobbyists find immense satisfaction in collecting an impressive set of terrain of their own and painting it to match their army so that when they are called to defend the honour of their chosen force, their battlefield can look even more impressive.

The Imperial forces defending Command Outpost Venelux find themselves beset by a Necron invasion force.

In Planetstrike games, the invaders must brave the guns of the defending player's formidable fortifications to secure a bridgehead – paving the way for full-scale planetary invasion!

PLANETSTRIKE

The *Planetstrike* expansion is an 80-page book loaded with rules, background, artwork and fantastically painted Citadel miniatures. Inside, you'll find everything you need to bring the carnage and mayhem of a blood-thirsty orbital invasion to your games of Warhammer 40,000. Alongside rules detailing how to play Planetstrike, new missions and modelling tips, the book has enough ideas and inspiration to get you invading planets of your own (or stoically defending them) in no time.



APOCALYPSE

Huge war machines tower over the battlefield, their super-heavy weapons blasting apart even the mightiest battle tanks and cutting vast swathes through enemy troops. Aircraft scream through the smoke-filled skies, whilst orbiting spacecraft pound enemy fortifications. This is war on a scale undreamt of.

Apocalypse allows you to take your battles to a whole new level. Field hundreds of men and whole squadrons of tanks, led by the greatest heroes of the 41st millennium. A game of *Apocalypse* is perhaps the ultimate gaming experience! It's the chance to unleash your entire collection in a single mega-battle featuring the most devastation and carnage that Warhammer 40,000 has. Apocalypse games can take many forms and appearances, but they all share one thing in common – they are massive. There's no need to stick to Force Organisation charts, or even choose models from the same army! It's all about the fun and splendour of a massive battle.

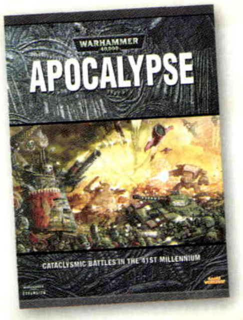
To make *Apocalypse* even more exciting, players can deploy two special kinds of formations: Battle Formations and Legendary Formations. The former are specially selected units from the Warhammer 40,000 universe, elite fighting groups that have special properties when unleashed together. There are dozens of formations to choose from, with unique choices available for every army. Formations include the likes of the bunker-smashing Line Breaker Squadron, the canny Masters of the Chapter, the Shokk Attack Battery and even Super Heavy vehicles such as the deadly Imperial Baneblade or Ork Stompa. Legendary Formations are one-of-a-kind units, often representing famous personalities from Warhammer 40,000. Commissar Yarrick's personal Baneblade, *Fortress of Arrogance*, is one such formation.

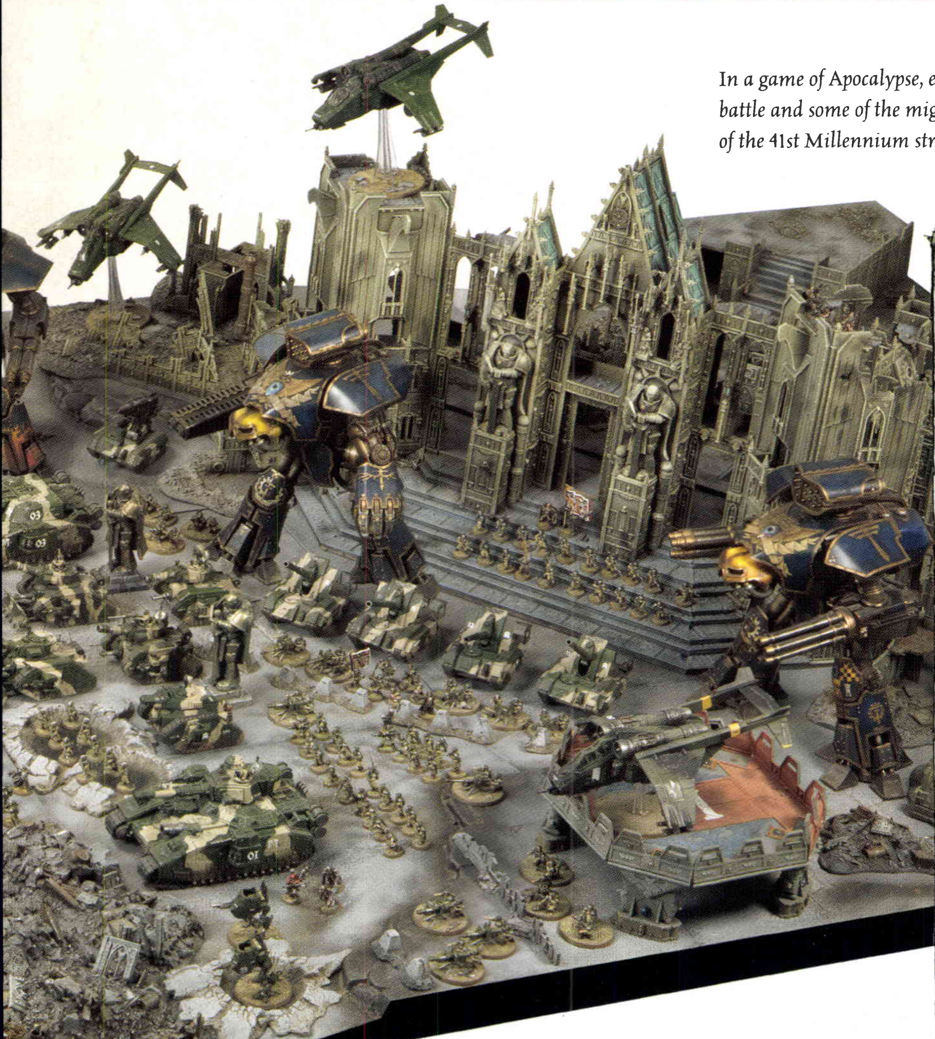
With so much variety to choose from, and so much scope for amazing and massive battles, *Apocalypse* is a rewarding and exciting way to expand your Warhammer 40,000 horizons. For many gamers, it becomes a goal to make their collection large enough to play a game of *Apocalypse*, and many even get together in large groups so that they can combine their forces for truly titanic battles.

The unending tide of Warboss Gobsnik crashes against the Imperial defenders of Castellor Stoneholt. In his personal Stompa, Black Deff, *Gobsnik shoulders his way to the front of the throng.*

APOCALYPSE

This gargantuan, 200-page book is the ultimate guide to playing massive games of Warhammer 40,000. As well as the rules to guide you to your own amazing battles, it also has loads of background, hobby ideas, battle reports and datasheets.

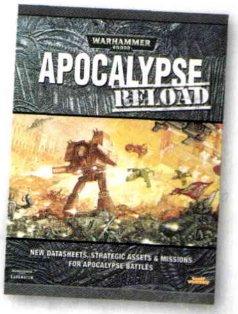

WARHAMMER 40,000
APOCALYPSE
CATACLYSMIC BATTLES IN THE 41ST MILLENNIUM



In a game of Apocalypse, entire collections do battle and some of the mightiest war machines of the 41st Millennium stride the battlefield.

THE BATTLE RAGES ON

Those hungry for more devastation, and even more powerful and unusual war machines to unleash upon their foes, can rejoice! The battle continues with the *Apocalypse Reload* expansion and a plethora of additional datasheets that have been made available in Games Workshop's monthly hobby magazine, White Dwarf. *Apocalypse Reload* is an 80-page, large format book with more than 50 new datasheets to unleash upon the battlefield. Between this, and the regular updates featured on the pages of White Dwarf, the greatest battles of all time need never end!


WARHAMMER 40,000
APOCALYPSE
RELOAD
NEW DATASHEETS, STRATEGIC ASSETS & MISSIONS FOR APOCALYPSE BATTLES

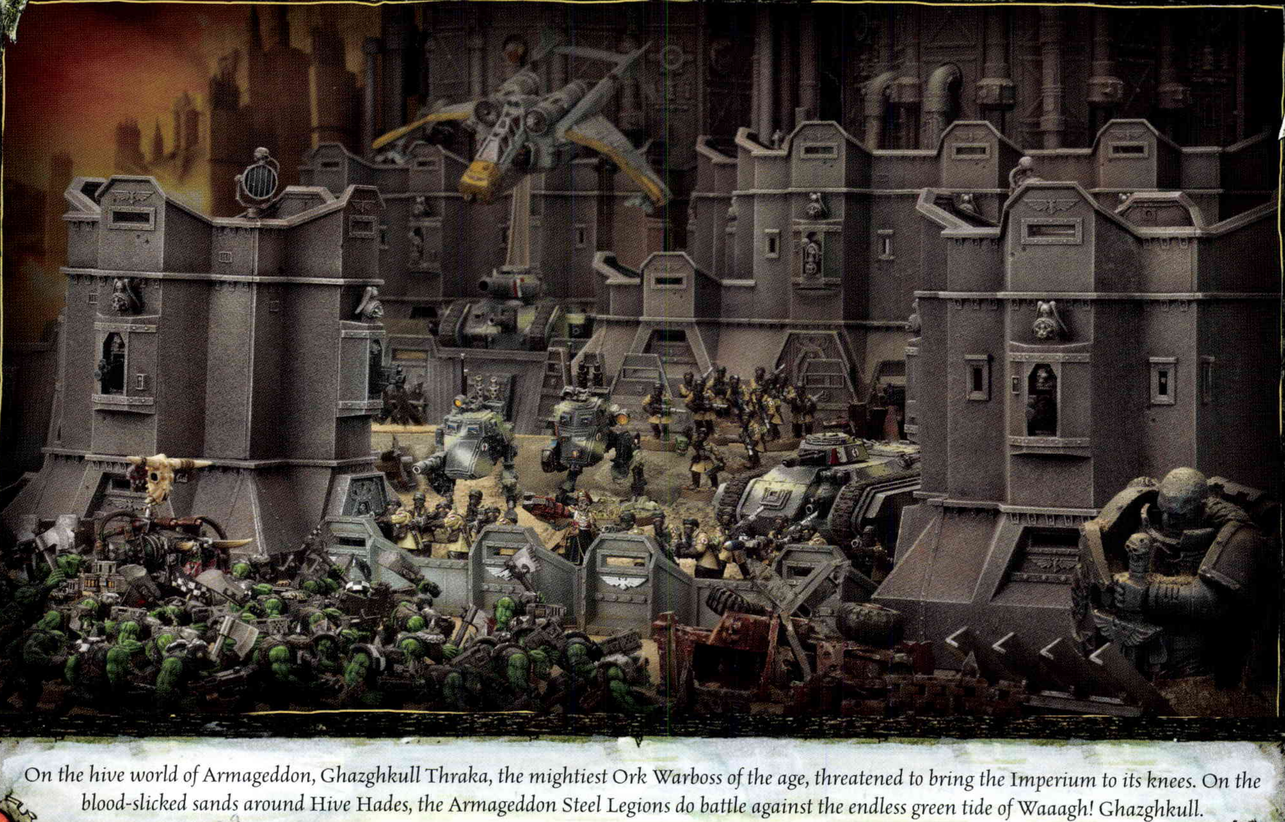
CAMPAIGNS

Few wars end with a single battle, instead becoming cruel and brutal campaigns as warriors and war machines slaughter each other in a relentless clash of wills. In such contests are heroes born and legends made, for strength of will is measured in a man's willingness to fight day after day.

Campaigns are an exciting and involved way to enable gamers to play a series of linked games. While a single game provides a tactical challenge for both players, embarking on a series of games, where victory and defeat have consequences on subsequent games, adds a new dimension to your hobby.

In principle, a campaign is quite simple. Imagine a planetary invasion by a Chaos Space Marine Legion. Overcoming the horror of battling against the traitor Space Marines, the Imperial Guard valiantly defend the battle zone, racing to man quad-guns as the Chaos Space Marine transports smash into the battlefield. The question is, what happens next? If the Chaos Space Marines are victorious, will they slink off quietly to celebrate a job well done? The grim truth of the matter is, probably not. Relentlessly, they will push on to devastate nearby cities, besiege Imperial fortresses or plunder precious resources. However, say our gallant Cadian Shock Troops win the day; will they rest upon their laurels? That hardly seems likely, for there is neither forgiveness nor mercy in the Dark Millennium. Perhaps they will hound the remnants of the traitor army into the hinterland or even pursue them into the stars to attack them in their secret fortresses. What we have here is the makings of a campaign – a thrilling series of games all based from the result of a single game of Warhammer 40,000. As your battles rage on, you develop a sense of narrative and adventure. Distinguished units and heroes gain a character of their own and you find yourself the owner of some really enjoyable war stories – and you get to play even more games.

There are as many ways to organise and play campaigns as there are people who play them. For many, a campaign is a carefully organised event (not unlike a genuine military campaign) with maps, charts and rules to govern every outcome. For others, it's a loosely organised affair, where players share responsibility for the narrative. Some are overseen by a master of ceremonies, who ensures the games and story flow successfully. Others are run by mutual agreement or a previously agreed rules set.



On the hive world of Armageddon, Ghazghkull Thraka, the mightiest Ork Warboss of the age, threatened to bring the Imperium to its knees. On the blood-slicked sands around Hive Hades, the Armageddon Steel Legions do battle against the endless green tide of Waaagh! Ghazghkull.

FAMOUS CAMPAIGNS

For more than thirty years, Games Workshop has nurtured the background of the Warhammer 40,000 universe, detailing hundreds of campaigns fought between the Imperium of Mankind and the multitudinous enemies that vie for power in the galaxy. Here are just a few of the most famous campaigns that have been explored over the years, any of which will make a sensational backdrop for a campaign of your own.

ARMAGEDDON

No planet in the Imperium of Man is free from suffering and the callous touch of war, but Armageddon has a heritage more tarnished than most. This dark legacy is punctuated by three great struggles, each of which was able to bring one of the Imperium's mightiest industrial centres to the brink of annihilation.

The most famous of these conflicts is known simply as the Third War for Armageddon, when the mighty Ghazghkull Thraka returned to the war-ravaged world at the head of the mightiest Ork army seen in generations. Billions of greenskins invaded the planet as part of a concerted invasion and an outright war of annihilation. Against this unstoppable onslaught, the Imperium mustered every defence it could spare. Hive cities burned, manufactorums were razed and the fearsome ash wastes became the sites of massive, bloody battles.

'One man is not an army but an army must act with one purpose.'

ICHAR IV

In the latter years of the 41st Millennium, Hive Fleet Kraken threatened to overrun the entire Eastern Fringe of the Imperium. On Ichar IV, the forces of the Ultramarines and Imperial Guard battled to halt the Tyranid menace. The Eldar were also drawn into the fighting as Craftworld Iyanden found itself in the path of the Tyranids. Though the cost paid for splintering the Tyranid hive fleet was extraordinarily high for both the Imperium and the Eldar, Hive Fleet Kraken was eventually blunted. Even now, however, splinters of Kraken remain at large and worlds in the surrounding systems continue to fall to the Great Devourer. Whilst the Ultramarines and the Imperial Guard must face other threats, the Tyranids rise once again.

'Warriors of Ultramar. This is where we make our stand. If death is to be our fate then we shall meet it with the Emperor's word on our lips and his light in our eyes. If we must die, we will die; but we shall never yield.'

- Marneus Calgar, Lord Macragge

THE DAMOCLES CRUSADE

The bloody campaign known as the Damocles Crusade saw the might of the Tau Empire set against the Imperium of Man. Already hard-pressed by dozens of other incursions and ongoing subjugations, the Imperium was forced to act against the Tau as the warriors of that fledgling empire attempted to seize vulnerable worlds for their 'Greater Good'.

A crusade fleet crossed the expanse known as the Damocles Gulf set upon vengeance. Soon several Space Marine Chapters and millions of Imperial Guardsmen were engaged on a series of worlds. Whilst the Tau Fire Warriors caused grievous casualties on the crusade forces, slowly they lost ground. Only the threat of a Tyranid Hive Fleet distracted the Imperium from its bloody work. Even now, a further reckoning is at hand.

'Contact with alien races always renews one's faith in humanity. It is my belief that foreign travel narrows the mind wonderfully.'

- Attributed to Helem Bosch

LINKING YOUR GAMES

The key to playing out a campaign is having a way of joining the games together. Invariably, there are a number of ways of doing this – here we look at the three most common examples of how to create the framework of your campaign and provide a few examples of each.

RUNNING YOUR OWN CAMPAIGN

If you want to play a series of linked games, it is worth planning in advance. Here's a check-list of things to know before you start.

- What kind of campaign is it? Map-based, narrative, tree or something else?
- What are the forces in the campaign? Are there any teams or alliances?
- What is the narrative for the war? Can any army join in or only certain ones?
- What are the aims of the different forces? Why are the races fighting?
- What are the rules for arranging battles? How many and how often must you play games?
- What are the conditions of victory? Put simply, how do I win?

There are three main ways of playing a Warhammer 40,000 campaign: narrative campaigns, tree campaigns and map-based campaigns. Each of these presents different advantages to the players – some are quick to organise and take very little time to administrate. Some are very complex shared experiences, which will involve players spending time developing a compelling story line for their games.

The truth is that your own series of linked games can be as detailed as you want it to be. Many players like to start with something fairly simple, such as a tree campaign, and then over time add more complexity. Most hoary old Warhammer 40,000 hobbyists, if you give them half a chance to share, have some genuinely entertaining stories about campaigns and the games that they have spawned. At their heart, you see, all campaigns share in common the promise of plenty of battles – and the feeling that the results of one game really do have a direct effect on the next. For some hobbyists, this might sound a little off-putting (why would you want to suffer some kind of disadvantage in a second battle, if you have just been roundly thrashed in the first?). The reason that such a situation is enjoyable, is because it puts us in touch with the heroism and excitement of the background. Would the dramatic last stand of Commissar Yarrick at Hades Hive have been half so exciting if not for the gravity of the events that led up to it? Would the titanic clash between the Warmaster Horus and the Emperor be nearly as dramatic if it hadn't come at the climax of the Horus Heresy, if the fate of humanity had not hung in the balance? Campaigns give us the chance to build up to exciting events such as these.

NARRATIVE CAMPAIGNS

A narrative campaign is a shared story-telling experience for all of the players involved. Essentially, players work together to develop a storyline for the war they will be recreating, and allow the results of their games to steer the narrative along. This kind of campaign is well suited to close-knit groups of players with a passion for the background of Warhammer 40,000.

Narrative campaigns often spawn unique scenarios in the wake of exciting games that you have played. If your Warlord is gunned down in an engagement, you may wish to recover his body from the clutches of the foe. If your artillery has been hounding your foe, he may send in a kill team to eliminate the threat.

It probably helps to think of your battles as part of a story, and as you play more games, your shared story evolves and develops. Consider any great movie or book you've enjoyed (provided it's got plenty of action in it); as one scene is resolved, you start to get an idea of what happens next.

For example, Adam's Imperial Guard army is a garrison force on a backwater world somewhere on the Eastern Fringe of the Imperium. Mat's Necron force, which emerges without warning, gets the advantage in a 'Purge the Alien' mission. After the game, they have a quick chat and Mat decides that he would like his Necron legions to continue their implacable advance in the hope of reaching Adam's command centre. To this end they agree to play a 'Crucible of War' mission to recreate the Necrons trying to break through the Imperial lines. Adam gets lucky, and holds them off – wrecking their Monolith in the process. The game is so entertaining that they decide to play 'The Relic', using the Necron Monolith's power matrix as the Primary Objective (which also means that Mat can't be use it to slaughter Adam's Guardsmen during the game).

Of course, there are unlimited possibilities in a narrative campaign. The endgame is to play lots of fun games, create some missions and have a little fun, all with a story linking everything together towards a satisfying conclusion.

INSPIRATION FOR YOUR CAMPAIGNS

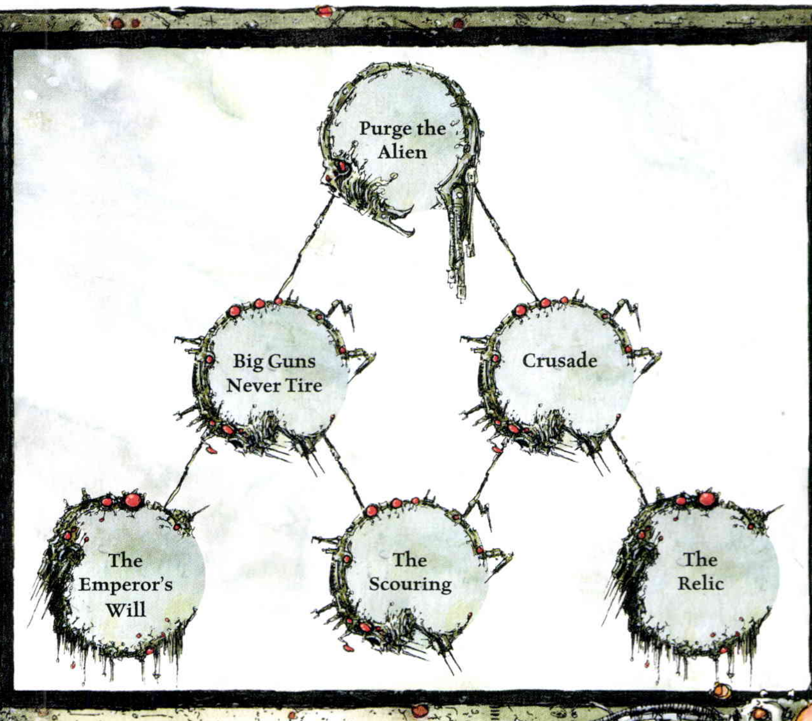
If you want some ideas for your campaigns, and some cracking examples of how to tie battles together, why not try a Black Library novel? Packed with edge-of-your-seat action that rattles along at a break-neck pace, you're sure get an idea or two from them. Many Black Library novels are about military campaigns, detailing all manner of battles, large and small. They're a great way to get a feel for a Warhammer 40,000 narrative.

The Horus Heresy
Nick Kyme
PROMETHEAN SUN
Warhammer
FIREDRAKE
Warhammer
DAN ABNETT
THE FOUNDING

TREE CAMPAIGNS

Tree campaigns are linear campaigns that progress according to a pre-drawn flow diagram, and are best suited to two players. Simply decide how many games you want your campaign to include and then plot out a storyline, working out what kind of mission would take place next depending on which player wins. A simple tree campaign might include several Eternal War missions from in this book (see page 118). On the right you can see an example tree campaign.

How it works is quite simple: you play the battle at the top of the 'tree' and, depending on who wins, proceed to the next mission. When each battle is complete, go to the next. This gives a logical progression and leads towards a conclusion where you can determine who is ultimately victorious.



MAP-BASED CAMPAIGNS

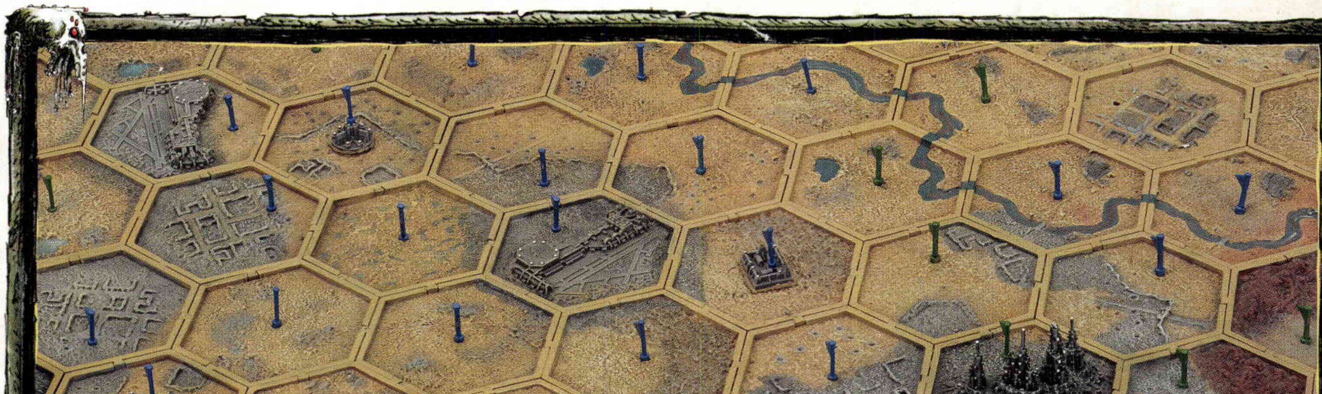
The obvious ingredient required to play in a map-based campaign is a map of some description, and the will to use it (depending what you're looking for, the map in question can of course vary from a hand-drawn doodling on a piece of paper to a lavishly painted and detailed Planetary Empires map).

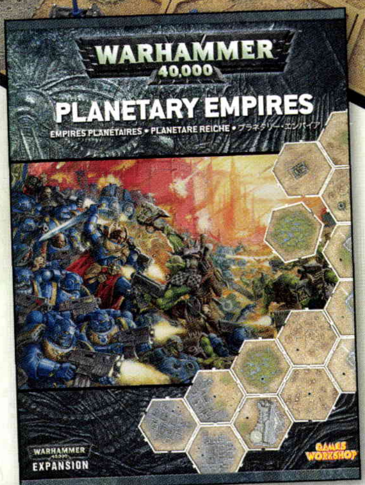
In a map-based campaign, players battle over territory, denoted by positions on the map in question. This gives your games a strong sense of identity based on the appearance of your map. Generally speaking, each battle in the campaign is a contest for control of a map square or tile and, as players win and lose games, control of the map will fluctuate.

The objective that you are fighting for, and even the system that you use for your campaign, can vary greatly. The campaign rules found in the Planetary Empires expansion revolve around controlling as many tiles as possible; if one player ever has ten tiles in their possession at the end of a round, and has fought at least one game against each other player involved in the campaign, he wins. Of course, you're free to use your own system for determining the winner in any map-based campaign. If your campaign is centred around a particular objective, such as a warp portal or webway gate, perhaps the winner is the player (or team) which controls a certain square after a set time limit. Of course, if you're feeling very bloodthirsty, victory could be decided once a team dominates the entire map!

One of the great things that a map-based campaign enables is the ability to shape the games that are taking place, dependent on where on the map the battle is fought. If you are fighting on a map tile that resembles the outskirts of a city, you could detail your board with Imperial Ruins. Likewise, if you're contesting an arid wasteland, you could choose your terrain to suit. Tailoring your games to resemble the battle zone on the map lends an air of authenticity and striking visual imagery that makes them even more enjoyable.

Map-based campaigns can be as large or small as you want and lend themselves really strongly towards large groups of players. Each player involved in the campaign can be in it for themselves, or they can form teams based on likely factions (Imperial players banding together, Eldar players forming a team and so on). If you want to play a campaign that enables your entire gaming group to join in (whatever their preferred playing style), this is probably the best format!



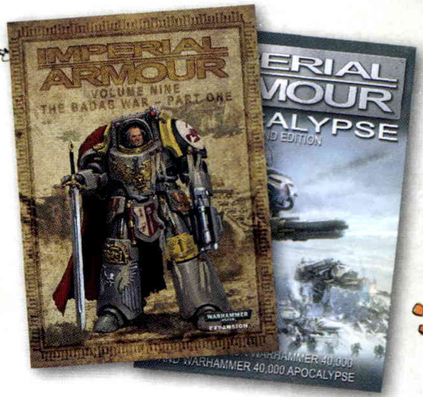


Planetary Empires

This expansion for Warhammer 40,000 contains 48 tiles, made from the same material as Citadel miniatures. The set also includes a simple set of rules that enable you to play evocative and exciting map-based campaigns and a veritable hoard of plastic pieces such as flags for players to claim their territory with and small markers to represent fortifications, generatoriums and so on.

The tiles are double sided for versatility and can be painted to resemble any world you like, from a jungle covered death world to a cold-blasted frozen planet or lava-wracked forge world. Critical objectives, such as command centres, shield generators and spaceports give players additional advantages during the course of the game, ensuring that players will fight exciting battles in search of dominion.

FORGE WORLD CAMPAIGN SYSTEMS

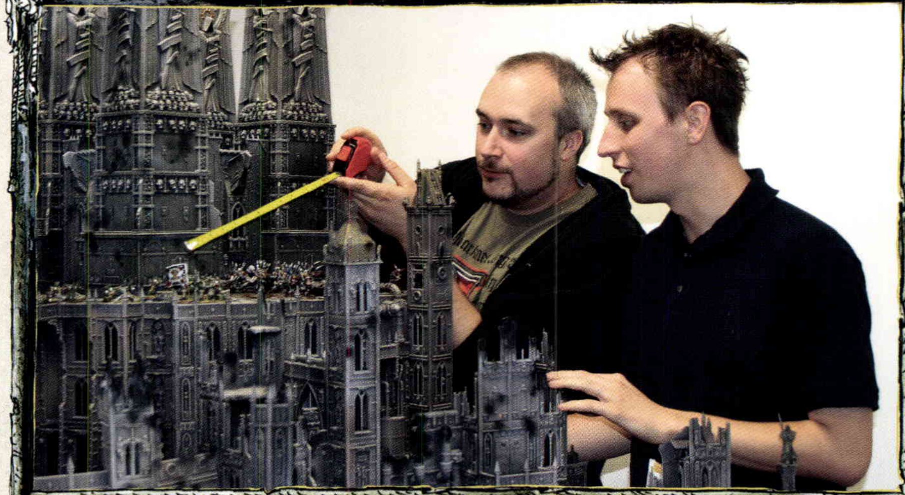


A great example of a complete campaign system ready to be played out can be found in *Imperial Armour Volume Nine: The Badab War – Part One* and *Imperial Armour Volume Ten: The Badab War – Part Two*. These meaty tomes, produced by the ingenious Forge World chaps, detail one of the most fascinating periods of Imperial history.

In these books, the Space Marine Chapters, the missions they undertook and the narrative of the events are all detailed with incredible clarity and laid out so that hobbyists can recreate the most famous engagements. In terms of information, imagery and gaming resources, the Badab War books are arguably the ultimate campaign guides.

In the last century of the 41st Millennium, Lugft Huron, Chapter Master of the Astral Claws, entered into open rebellion and defiance of the High Lords of Terra. His belligerence and pride could not be overlooked when an Administratum fleet despatched to account for his unpaid gene-seed tithes was destroyed. Unabashed, the Astral Claws readied themselves for war. In the decades that followed, Space Marine battled Space Marine in a clash of ideology and loyalty. At the heart of the insurrection lay the machinations of the renegade Chapter Master who came to be known as Huron Blackheart – the Tyrant of Badab.

Pitting the renegade Huron Blackheart and his allies against the might of the loyalist Chapters, the Badab War was a calamitous event within the Imperium.



Adam and Duncan fight out a battle across the spires of Eydol in preparation for the final confrontation at Eagle Gate.

BIRTH OF A CAMPAIGN

On the following pages, we look at how the hobby can spawn exciting narratives. This campaign started out as a series of small narrative battle between Duncan Rhodes, with his Word Bearers army, and Adam Troke, whose Imperial Guard developed something of an enmity towards the traitors. Over several weeks and months, other hobbyists got involved in the action, bringing more Imperial and Chaos forces into the fray until the burgeoning story required a system map and a chronology of events to keep track of it all! A series of loosely linked battles thus became 'The Eydolim Campaign', and culminated in a massive multi-player game to decide the fate of an entire planet. What took place is presented here as a mega battle report.

ICONOCLASM!

Even in a galaxy sundered by relentless warfare, there are events that stand apart from the throng. In the later years of M41, such an occurrence took place when an unholy alliance of Chaos Space Marines beset the Imperium of Mankind. Full-scale invasions within the Imperium are, sadly, not uncommon – but the ferocity of the Chaos Space Marines, and the heroism of those who opposed them, makes the Iconoclasm of Eydolim especially poignant.

The horror that beset the cathedral world of Eydolim in the year of 946.M41 finds its origins roughly ten thousand years earlier, at a time in the history of the Imperium that was not wracked with darkness and fear, but rather hope and anticipation. Unfortunately, glorious times such as those were not to last.

A MUTE GEM

Eydolim is a vastly populated world that shimmers silently to the galactic southeast of holy Terra, twinkling in the void of space. Situated roughly halfway between blessed Macragge and accursed Schindelgheist, Eydolim is considered a place of incredible holiness, the site of the Miracles of Lumina, the birthplace of Saint Konaldine and a loyal bastion of faith since the dark years of the Horus Heresy.

Of Eydolim's earliest history, and the origins of human life upon it, few in all the Imperium are aware – perhaps a handful of wizened old scholars who have plumbed the depths of the great librarium in Eydolim's capital city. These, grey-haired savants know better than to speak of what they have learned, for some secrets are best unspoken, and so they say nothing, leaving dusty tomes that contain both mysteries and blasphemies closed for another age, their truths, and lies, untold. Were such historians and hagiographers the only ones to know the grim truth, perhaps all would be well, but fate, and history, have long conspired to deny the easy course.

Others also know the truth of Eydolim's past, and their purpose is far darker – they are iconoclasts, blasphemers and heretics and their works are those of damnation. They are the Foresworn, the blackest-hearted of traitors and turncoats imaginable. And they are Chaos Space Marines.

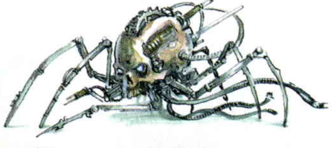
RISE OF THE ICONOCLASTS

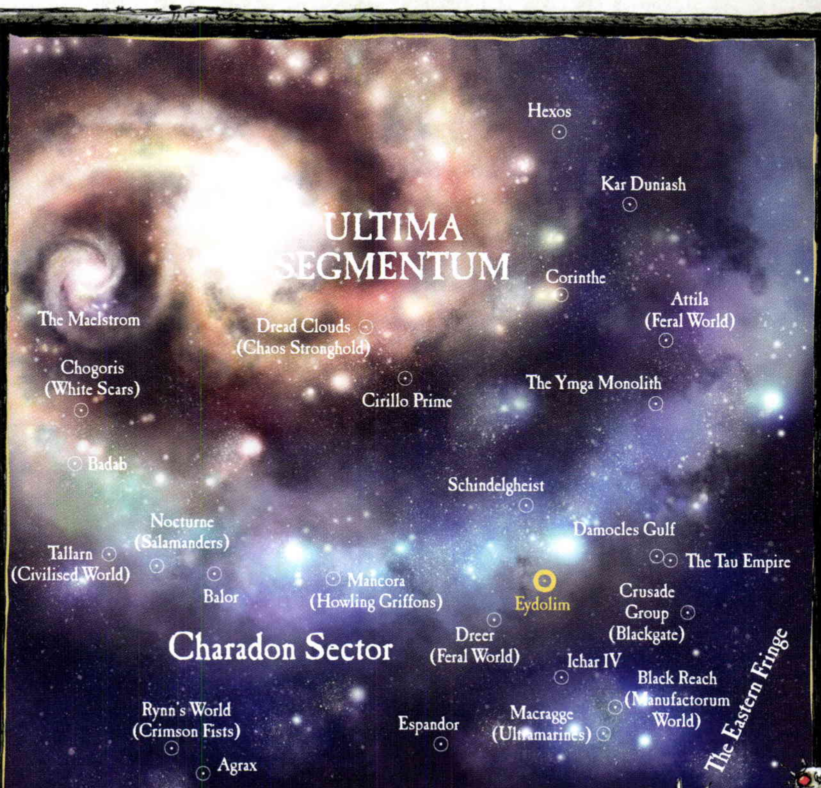
As the Great Crusade spread throughout the galaxy and the warriors of the Emperor subdued the stars, a single company of Word Bearers was detached from their crusade force to

TALES OF GLORY

The stories, images and maps on these pages should serve as an example of just where your imagination can take you. There is nothing to stop you creating cities, planets or even whole systems for your games. Many campaigns have been fought over the bloody ruins of worlds created by gaming groups with the imagination and willpower to carve out a corner of the 41st Millennium for themselves.

Often, one player in a campaign will take up the mantle of historiographer and record the battles. This is useful, because it helps all the players remember what has taken place – but it's also fun. After all, the best grudges are all written down somewhere…




Hexos
Kar Duniash
ULTIMA SEGMENTUM
Corinthe
Attila (Feral World)
The Maelstrom
Dread Clouds (Chaos Stronghold)
Chogoris (White Scars)
Cirillo Prime
The Ymga Monolith
Badab
Schindelgheist
Damocles Gulf
The Tau Empire
Nocturne (Salamanders)
Tallarn (Civilised World)
Mancora (Howling Griffons)
Eydolim
Crusade Group (Blackgate)
Balor
Charadon Sector
Dreer (Feral World)
Ichar IV
Black Reach (Manufactorum World)
The Eastern Fringe
Rynn's World (Crimson Fists)
Espandor
Macragge (Ultramarines)
Agrax

assist Imperial colonists settling a freshly scoured planet designated only by a meaningless series of letters and numbers. Kor Megron was the Space Marine in charge and, under his direction, the planet was swiftly settled. As was the wont of the Word Bearers, the work of the crusade, and of conquest, appeared to take second place to that of glorifying the Emperor. Within a decade, Eydolim boasted a thriving planetary culture centred on the new, and radical, concept of worshipping the Emperor of Mankind as the master of humanity.

When the Emperor put an end to the indulgent practices of the Word Bearers and demanded that they accelerate their prosecution of the Great Crusade, the rancour of the scorned XVII Legion was palpable. Lorgar, their primarch, was humiliated, and the none-too gentle chiding meted out upon his Legion left a sting like a freshly-dealt slap. Soon, the dismay and betrayal they felt at the Emperor's harsh judgement festered into bitterness and then heresy. They forsook their allegiance to the Emperor and spiralled into the worship of the Dark Gods. Until then, the life's work of Kor Megron had been to glorify the Master of Mankind and conquer the galaxy in his name. Now, a new path lay before him.

What pivotal event wrought his change of heart and drove him from the most loyal, worshipful of sons to a vengeful, embittered foe, is unknown – for each traitor finds his own way to damnation. The result, however was clear for any to see: Kor Megron, and the company of Word Bearers who had served alongside him, swore new oaths, dark pacts that would bind their souls in unity until the end of time. Each vowed that their greatest work, their one, true masterpiece, would not be complete until every icon of the false Emperor was cast down and destroyed and the Imperium was naught but trampled ruins and fading memories. Sealing their pact with blood, they anointed themselves as the Foresworn – a brotherhood of damnation who would topple the deceitful worship of an uncaring and undeserving Emperor.

AN AGE OF DESECRATION

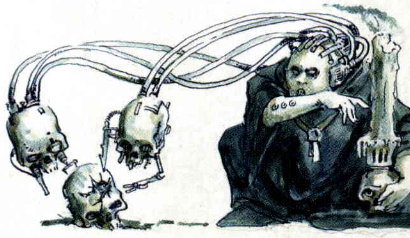
The passage of ten thousand years for a Chaos Space Marine of the Traitor Legions is immeasurable, for the Eye of Terror is their home, and there the Warp does strange things to the passage of time – decades can pass in the blink of an eye, and minutes can drag on with such soul-grinding monotony as to challenge any mind to remain sane. So it is for the Foresworn, who time and again have assailed mankind. At Hyberone Primus they defiled the reclusiam of Saint Benefactos and piled the weakling dead five thousand high. Throughout the bloody nights of the Faith Scourging, they hunted down and executed the nine blessed cardinals of Anopon. The Foresworn slaughtered Saint Krisabel and her immortal bodyguard and they tempted Hareld the Anchorite to the worship of Slaanesh and left his bone shrine a scorched ruin. For all of this blasphemy and desecration, however, until the latter years of M41, they had still not achieved their greatest desire – to undo their great works on Eydolim, to cast down its ancient glories, throw down the tarnished symbols of their devotion to the Emperor and slaughter all who stand in their way.

ASSEMBLY OF THE DAMNED

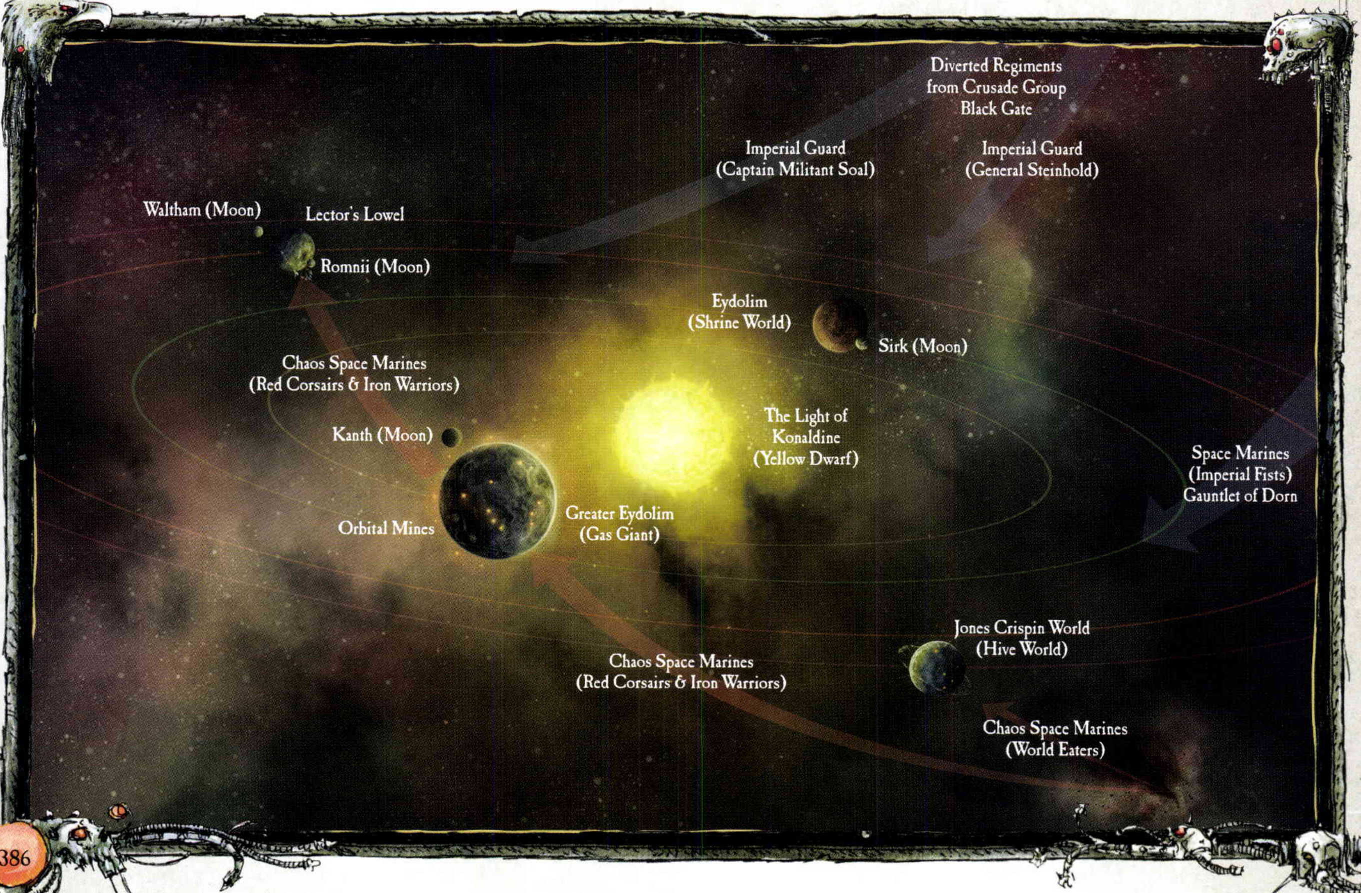
In preparation of their grand offensive against the world of Eydolim, the Foresworn sought out alliances with scores of Chaos Space Marine warbands, calling upon blood-debts from ten thousand years of warfare and offering the choice of spoils to those who would join their cause.

The assault on Jones Crispin World was the first that any knew of the attack of Kor Megron's forces. A flotilla of Chaos ships translated from the Warp at the galactic southeast of the system and quickly moved into invasion formation. A hive world, Jones Crispin World is considered of particular value to the Imperium, and such a prize is always strongly guarded, but even so, the brutal ferocity of the Chaos Space Marine offensive took the planetary defence forces by surprise. On the ashen plains before Fort Crispin, the largest of the planet's vast hives, a task-force of World Eaters Chaos Space Marines affected a brutal planetary invasion. Warriors manned Aegis defence lines and unleashed hellish volleys of firepower against the attackers, but against such furious and deadly fighters as the fabled World Eaters, there was no hope of victory. Soon, red-clad Chaos Space Marines, chainaxes howling, carved a gore-soaked path through the defenders. Within a day, Fort Crispin was a charnel house and the carnage was still spreading.

Frantic calls for aid were swiftly answered, and no more than half of the planet had been ravaged by the World Eaters before a company of Space Marines from the Imperial Fists Chapter arrived. Fresh from their combat patrol against Tau incursions in the Eastern Fringe, the mighty Sons of Dorn met the blood-crazed World Eaters for the first time in the death-trenches near Colden Matze. The two forces engaged in a battle that would last weeks and, most tellingly, lock the Imperial Fists into place.



While the World Eaters unleashed devastation upon Jones Crispin World, further calamities began to fall upon other worlds in the system. The orbital mines around the vast gas giant, Greater Eydolim, were attacked, the corridors and processing rooms overrun by Chaos Space Marines wearing the livery of the Red Corsairs. News of these events was shocking and presented the Imperial forces in the Eydolim System with the first inkling that the attack by the World Eaters might not be an isolated incident. The Adeptus Mechanicus council upon Lector's Lowell swiftly resolved to despatch reinforcements from their own skitarii regiments, but before they could get properly underway, the night sky was riven by a blinding flash


Diverted Regiments from Crusade Group Black Gate
Imperial Guard (Captain Militant Soal)
Imperial Guard (General Steinhold)
Waltham (Moon)
Lector's Lowel
Romnii (Moon)
Eydolim (Shrine World)
Sirk (Moon)
Chaos Space Marines (Red Corsairs & Iron Warriors)
Kanth (Moon)
The Light of Konaldine (Yellow Dwarf)
Space Marines (Imperial Fists) Gauntlet of Dorn
Orbital Mines
Greater Eydolim (Gas Giant)
Jones Crispin World (Hive World)
Chaos Space Marines (Red Corsairs & Iron Warriors)
Chaos Space Marines (World Eaters)

as the Chaos renegades detonated the orbital mines of Greater Eydolim in a cataclysmic explosion. Such was the force of the blast that it was visible half a system away – Greater Eydolim burned for almost a full year afterwards. Wary of what might follow, the forge-masters of Lector's Lowell watched the stars.

The attack, when it came, was terrifying to behold and overwhelming in force. The Iron Warriors Legion, reinforced by those Red Corsairs who had wrought the devastation upon the orbital mines, quickly made planetfall, hoping to plunder the vast resources of the weaponariums for which Lector's Lowell is rightly famed. Skitarii legions marched forth to meet the Chaos Space Marine invaders. The Chaos Space Marines had been wise in their preparations, however, and the Iron Warriors have ever been allies of the Dark Mechanicum and the traitor Titan Legions. Into the fray marched *Sin of Commission*, a Warlord Titan of the traitor Titan Legion, Legio Interfector, or the 'Murder Lords'. Against this unholy alliance, even the Skitarii had small chance. Worse still, more Chaos Titans were reported in action against other facilities. Soon it was evident that Lector's Lowell was in dire straits.

EYDOLIM REINFORCED

So much had already gone against the Imperial forces in the Eydolim System in such a short space of time that it looked, for the citizens of Eydolim itself, that their doom, too, was close to hand. Astropathic cries for help were sent far and wide in the hope of yielding still more aid. Unlike Jones Crispin World or Lector's Lowell, Eydolim was a shrine world, a site of mass-pilgrimage and devotion. The major settlements each boasted a few thousand defenders, but the planet was ill-prepared for a full-scale invasion.

Help was at hand, however, as a sizeable portion of Crusade Group Black Gate was diverted from their mission to reinforce the Imperial efforts in the Damocles Gulf. A battle-ready contingent of Imperial Guard was hurried into the system, the Imperial battle fleet escorting the navy bulk transports to Eydolim before rushing off to harry the Chaos forces. The troops that arrived dramatically bolstered the under-manned PDF and included nine regiments of Cadian Shock Troops, as well as smaller dispositions of other Imperial Guard regiments such as Ventan Heavy Infantry, Vostroyan Firstborn, Valhallans and a company of Orn's World Militia.

Days passed as the Imperial Navy battled the strike cruisers of the Chaos Space Marine fleets and the people of Eydolim huddled in their cathedrals and prayed earnestly for deliverance. While the citizens beseeched the Emperor for his mercy, the Imperial Guard dug in. Major cities were assigned to the different regiments and overall command was offered, by a grateful planetary defence force marshal, to a far more experienced Cadian officer who accepted the commission with humility. General Steinhold and his staff quickly mastered the task of co-ordinating the defences and established their headquarters within Eydol City, surrounding critical objectives with men of his own regiment. As invasion neared, Steinhold prepared his men for the storm.

HELL BREAKS!

The Chaos Space Marine fleet appearing in high orbit over Eydolim came as a shock to the defenders, even though it's return had been expected. A week earlier, all communication with the Imperial Fleet had ceased, and there was no sign as to whether the ships had been scattered, destroyed or simply fallen back. At the head of the Chaos fleet was a squadron of cruisers quite new to the attacks in the system, and among them was a traitor battle barge designated *Hand of Damnation*, which bore the identifiers of the Black Legion. Just as ominous were the hulking silhouettes of a trio of frigates, each of which bore the same title, broadcasting the chilling word over and over again: *Iconoclast*. After more than ten thousand years, the Foresworn had returned to undo their folly.

Bulk-landers brought the heretic forces landwards, harried by defence lasers and Thunderbolt fighters, but the Black Legion quickly established a beachhead. Soon, Hell Talons and Hell Blades duelled against the Imperial fighters across the skies as the traitors vied for dominance.

The Word Bearers followed in kind, their gargantuan war-transport levelling a hab-block as it landed. Imperial Guard forces wasted no time counterattacking and sallied forth to tackle the invaders. In less than an hour, ten thousand PDF and an entire regiment of Cadian Shock Troops were slaughtered by the blood-crazed Word Bearers. Together, the two Legions of Chaos Space Marines forged onwards towards Eydol and the grand cathedrals there. All the time, more reinforcements arrived as Red Corsairs, Night Lords and other traitors flocked to the cause.

Against such fury, the Imperial Guard was grievously out matched. General Steinhold used the Knights of Cadia to hold back the Chaos Space Marine advance for several hours at Hythe Ridge, but the Chaos Space Marines drove them back with a mass charge of Dreadnoughts and Defilers, leaving the ridge line – and the valuable promethium reserves there – in the hands of the traitors.

At Arabesque Station, a Kasrkin strike team deployed by Valkyrie gunship and attempted to ambush the Word Bearers' command. Before even half of the strike team had disembarked, Hell Talons had blasted through their formation and left dozens of Valkyries in burning wreckage. Colonel Meere and a few dozen soldiers escaped the debacle, and even managed to destroy a number of vehicles in the Word Bearers' motor pool, but their combat-efficacy was negated for the duration of the campaign as they were forced to flee into the hinterland, becoming little more than a guerilla force that plagued the Chaos Space Marines with ambushes and sabotage operations.

Despite their losses, the heroism of the Imperial Guardsmen on Eydolim was astonishing. Even so, the Chaos Space Marines surged forwards, overrunning defences and smashing resistance as they closed in on the capital city.

Whenever effective resistance was mounted, Kor Megron and his allies overcame it. The tactical wisdom and outright savagery of the Chaos Space Marines, veterans of countless wars, proved its worth against the brave men of the Imperial Guard over and over again. With the Chaos forces less than a day's travel from Eydol, and the Imperial Guard finding their every gambit overcome, the defenders looked heavenward in desperation – and beheld a miracle. The scions of Ultramar had arrived.

THE SPEAR OF SICARIUS

Fresh from fighting against the hateful aliens of the Tau Empire, the Ultramarines Second Company, and a small force of First Company veterans, were hastily diverted to Eydolim by their Chapter Master, Marneus Calgar. Receiving his instructions with barely disguised enthusiasm, Captain Cato Sicarius, the leader of this relief force, had diverted his battle force with all haste. Aboard the fearsome Space Marine Strike Cruiser, *Valin's Revenge*, the Ultramarines quickly readied themselves for full scale war with their treacherous brethren. Drawing on the wisdom of the Codex Astartes, that ancient tome that proscribes the methods of warfare that the Ultramarines adhere to, and correlating it to the planetary maps and descriptions contained with his ships cogitator banks, Sicarius formulated a plan.

As the Chaos Space Marines swarmed towards the outer walls of Eydolim, the Ultramarines would deploy en masse in support of the Imperial Guard and there, before the gates of the city, the Warriors of Ultramar would throw back the hordes of Chaos.

TIMELINE

The final battle for Eydolim took place after nearly thirty days of relentless fighting throughout the system. Whilst a full timeline would be a lengthy affair, the pertinent details of the campaign are recorded here:

5 331 946.M41 – Chaos battleships appear in orbit of Jones Crispin World. For several days, World Eaters, led by Gradak the Impaler devastate the planetary defence force.

5 352 946.M41 – Imperial Fists Space Marines engage in a bloody ground war against the World Eaters. Both forces become locked into a protracted battle with no sign of victory.

5 358 946.M41 – A garbled cry for aid from the orbital mines of Greater Eydolim heralds the arrival of the Red Corsairs. Two days later, the orbital mines are destroyed in a cataclysmic explosion.

5 361 946.M41 – The forge world Lector's Lowell is invaded. Iron Warriors lead the offensive. Any hopes of a successful counter-attack are violently ended by the war engines of Legio Interfector. Carnage ensues.

5 396 946.M41 – Imperial Guard reinforcements bolster Eydolim. Over the next nine days, General Steinhold orchestrates a robust plan of defence, but is steadily overwhelmed.

5 421 946.M41 – As the Chaos Space Marines close in upon the capital city, Eydol, hope is reborn as the vanguard of an Ultramarines task force counter-attacks.

THE TITAN SLAYERS

The first contact between the Ultramarines and the Chaos alliance took place in the munitorium district outside Eydol City. A small task force, led by Epistolary Casmus, wreaked havoc upon the advanced elements of the Legio Interfector, successfully inflicting a Titan-kill on the Reaver class god-machine, *Soulmauler* and then crippling *Purge Master* on the outskirts of District Four. While the savvy squad Atavian systematically brutalised each Titan to enter the area, Casmus and a small detachment of 1st Company Veterans, the Redeemers of Carleon, launched a series of daring close assaults against the weakened stragglers.

Casmus and his detachment only withdrew from their ambush area when a unit of Red Corsairs diverted into the vicinity to clear them away. In good order, the Space Marines of the task force swiftly fell back to report their successes and reinforce the Imperial positions around Eagle Gate.

THE BATTLE OF EAGLE GATE

At the height of the invasion the forces of Chaos finally reached the gateway to Eydol City. All that stood between the relentless legions of damnation and the treasures of Eydol was a thin line of valiant defenders. With the roar of cannons and the thunderous din of thousands of warriors, the battle for Eagle Gate began.

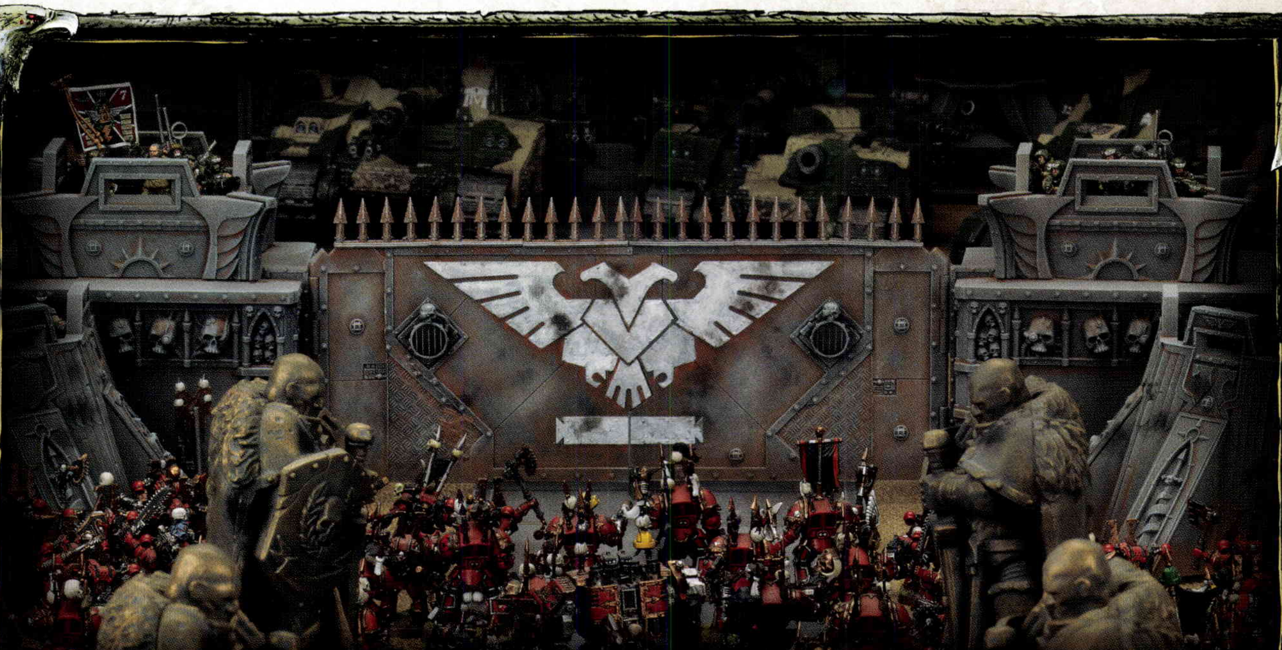
For the forces of the Imperium, the frantic battle fought across the outer curtain wall of Eydol City is remembered as one of tragic loss and heroic sacrifice. Those who were present refer to it as 'The Gate'. For the citizens of the city, the battle is spoken of in hushed tones as 'The Battle of the Immortals'. Official Imperial records, however, refer to it as the Battle of Eagle Gate – a frenzied and violent engagement that left a battlefield littered with bodies and broken war engines and a sizeable portion of Eydol City's east quarter ablaze.

Eagle Gate was the sentinel of Eydol City's east-road, the centre of a strongly armoured curtain wall, built of reinforced plascrete and carved with symbols of Imperial glory. Armoured barbicans, boasting automated lascannon destructor turrets as well as fire slits for defenders, guarded every approach. Additional ordnance on the city walls provided yet more fire support. In the past, no attacker had so much as penetrated the outer curtain wall, and yet during the Battle of Eagle Gate, the wall was breached in a multitude of places, overrun on a hitherto unimagined scale.

While the remaining Titans of the Murder Lords hammered through the Imperial force's left flank, blasting great chunks from the walls and annihilating Cadians in furious salvoes, a fraternity of Daemons of Khorne swarmed over the right flank. Long range macro bombardment punched gaping holes in the city walls, leaving ragged breaches in the mighty defences. The Chaos Space Marines took a more direct route, storming straight towards Eagle Gate itself, advancing through a hail of bolter and lasgun shots.

The World Eaters Terminators of Gladiator Group 138 took a bloody-minded and savage approach. As incoming fire ricochetted and hammered off of their armoured forms, they heaved and shoved and eventually hurled the gates open. Meanwhile, led by Kor Megron, the Foresworn made their own entry, literally tearing through the wall, where they faced the guns of the rapidly deployed VII platoon.

Against such a relentless tide of hate, a less committed defender might have lost their nerve, but the stalwart warriors of the Cadian regiments and the implacable Ultramarines were undaunted – fighting on against the odds. An armoured column of Leman Russ tanks, eager to avenge the loss of the Knights of Cadia, sallied forth from the main gates to even the odds. Meanwhile, Cato Sicarius defended his embattled barbican, an island of calm heroism amidst a sea of malice, waiting for a chance to spring a desperate counter-attack.

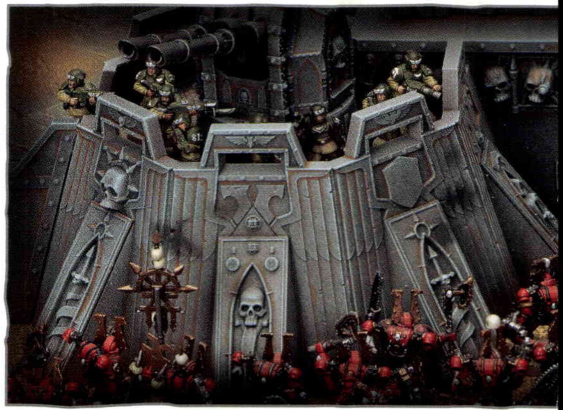


03
01

along the
blood.

High upon the battle-damaged towers of Eydol City, an operative of the Officio Assassinorum harried the foe. Whilst records dispute his presence, close to a score of Chaos Space Marines were slain by precision fire.

Within the city, Imperial Guard command units were ambushed by Night Lords infiltrators, ravaging reserves and shattering the command structure.



The Berzerkers of Gladiator Group 138 surged into the fortification outer walls, slaughtering the Imperial Guard defenders in a tide of

At the head of the Black Brothers, Kor Megron led the Word Bearers' charge, swiftly closing the distance with the waiting Imperial Guard vehicles where his brute strength cost the Imperial forces dearly.

THE HEROES OF MANKIND

In the glorious Battle for Eagle Gate, the defenders of Mankind fought heroically against the unending tide of Chaos Space Marines and their daemonic allies. Ultramarines and Cadian Shock Troops fought side by side to the end, and here are their acts of valour and battle-prowess recorded.

The arrival of the Spear of Sicarius battle formation at the head of the Ultramarines strike force breathed new life into the morale of the defenders. The Angels of Death had come to the defence of the world at its hour of desperate need.

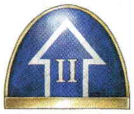
Whilst General Steinhold remained in command of the Imperial Guard war effort, Captain Sicarius seamlessly integrated his warriors into the defensive structure. The war council of the Imperial Guard quickly apprised the Ultramarines of where the fighting was most intense and, buoyed by the Adeptus Astartes' greater understanding of the ways Chaos Space Marines wage war, a concerted counter-attack was implemented.

Despite the improvement of the Imperial situation, the weight of the Chaos Space Marine attack was overbearing and the fighting swiftly overran the outer defences and, despite many ambushes and counter-attacks, reached Eydol City. There, the Imperial forces made their stand, an effort that would either see the traitors break like a wave against a cliff face or sweep the defenders aside in a tide of blood.

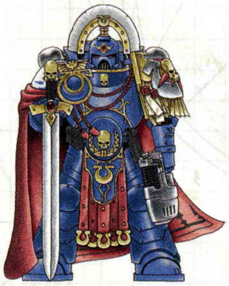
Many were the warriors who distinguished themselves in the fighting that occurred in the final battle, but the roll of honour best remembers a few brave souls – the heroes amongst the thousands. When the darkest hours were upon the defenders, these champions of humanity stood firm.

Reasoning that his skill at arms would be needed most at the battle's front, Sicarius left strategic command to the veteran Cadian general and led his warriors into the fray. At the heart of the fighting throughout the Battle of Eagle Gate, Sicarius and his squad personally accounted for four score enemy dead, dropping weapons that were broken or expended and taking up any serviceable alternative that they might fight on. Battle honours went to both Sicarius and his Company Champion, Gaius Prabian, who managed to achieve a staggering twelve close combat kills each. At the end of the fighting, as the traitor Kor Megron closed upon the final gateway to the city, the Lions of Macragge stood firm beside their Captain.

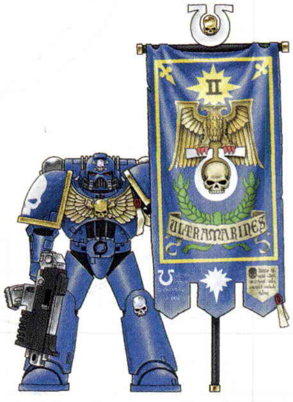
ULTRAMARINES FORCES ON EYDOLIM



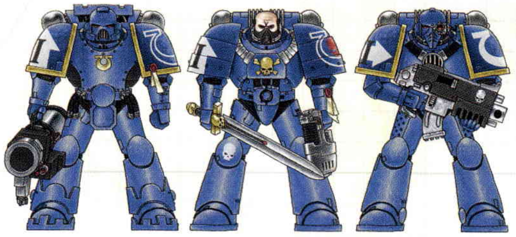
A white arrow marked on a shoulder pad denotes the wearer is a member of a Tactical Squad. Gold trim indicates they belong to the 2nd Company.



2nd Company Captain Cato Sicarius



Brother Vandius, Company Standard Bearer of the Ultramarines 2nd Company.



Members of Tactical Squad Manorian 'The Shield Bearers'

VETERAN SERGEANT KRIEGER

Sergeant Krieger was the recipient of the Macharian Cross for his efforts defending the Shrine of Benedicto. Along with his ragtag squad of Guardsmen, he held onto this critical area of the battlefield in the face of all comers. By the end of the fighting, he personally laid claim to two Chaos Space Marine kills, and his squad another four.

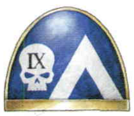
XI SQUAD

Formerly the third platoon in Black Company, as casualties took their toll, these grim-humoured warriors dubbed themselves XI Squad, since at the time they had eleven members remaining, including the grizzled Krieger. By the end of the battle, there were six survivors, where more than 60 Cadians had fought at the start.

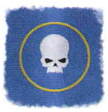
Many honours went to the Titan Slayers, who laid ambush after ambush against Chaos vehicles until burning wreckage choked every advance upon Eagle Gate. When the advance of the Helldogs tore into the flank of the Ultramarines force, the Titan Slayers were redirected to halt their attack, once again bringing their guns against Legio Excruciatus.

With a reputation for spearheading even the grimmest assaults, Squad Manorian was deployed as a mobile reserve when the Chaos Space Marines assaulted the inner city. Although two of their number fell holding their designated position and three more were grievously wounded, the 'Shield Bearers' still pressed on to drive back a Black Legion advance that pushed up Martyr Street.

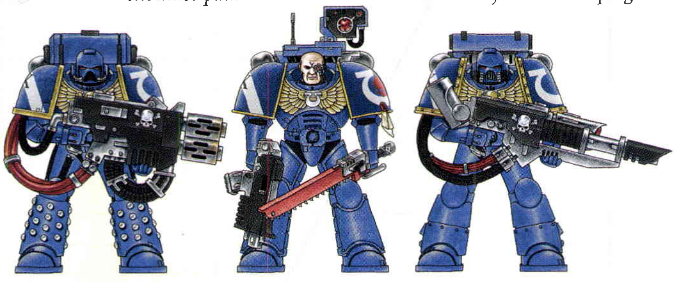
Death could not claim the stalwart Brother Ultracius, despite the Dreadnought suffering the most critical of injuries. When his adamantine frame was all but crippled alongside Squad Manorian, he hobbled towards a sorely depleted platoon of Cadians and bolstered their nerve with three thousand years of experience and faith. At their side, his assault cannon cut down swathes of traitors while they targeted enemy vehicles.



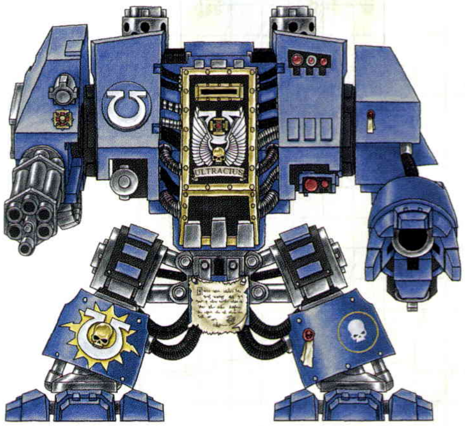
Devastator Squads are marked out by a white triangle on their right shoulder pad.



This simple symbol is worn by those units who took part in the Eydolim Campaign.



Members of Devastator Squad Atavian
'The Titan Slayers'



Brother Ultracius

THE WARRIORS OF DAMNATION

The murderous alliance of Chaos Space Marines that assailed the walls of Eydol City laid waste to thousands of Imperial Guardsmen and left an avenue of burning tanks and shattered fortifications in their wake. Such deeds will live forever in infamy, and are told here as solemn witness to their vile nature.

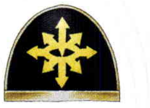
Through the sinister coordination of Kor Megron and the Foresworn, a mighty alliance of Chaos Space Marines and, later, their daemonic allies assailed Eydolim and the other nearby worlds. Such overwhelming assaults and universal cooperation is normally the province of a Black Crusade – that so many disparate Chaos Space Marine warbands answered the call speaks volumes of Kor Megron's powers of manipulation.

The hateful wrath of the Daemon Prince drew not only the Foresworn together, but also forged the great alliance between the disparate Chaos Space Marines and renegade bands. Indeed, as the fighting within Eydolim reached its zenith, it was Kor Megron who wrought the summoning of the daemonic host.

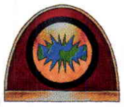
More than two hundred Chaos Space Marines from the Word Bearers were present in the final assault on Eydolim. First into the fray were the Sons of Damnation – vile traitors who lay claim to diabolical deeds stretching all the way back to the Siege of the Emperor's Palace.

A large force of Chaos Space Marines of the Word Bearers Legion, the Foresworn were the spear tip of the Chaos Space Marine assault. Focusing their offensive against the main temple, the Chaos Terminator Squad, Sons of Damnation, carved a bloody path towards the heart of the Imperial lines.

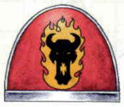
CHAOS FORCES ON EYDOLIM



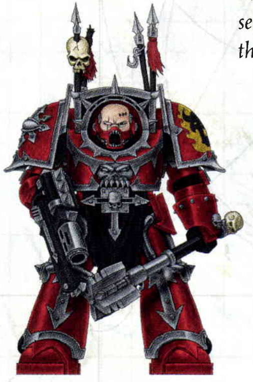
The Eye of Horus serves as heraldry for the Black Legion.



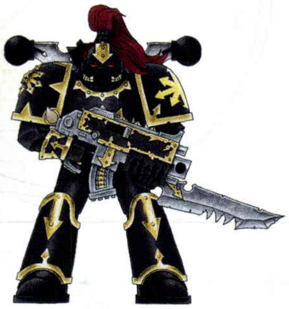
A Khorne Berzerker from the dreaded World Eaters Legion.



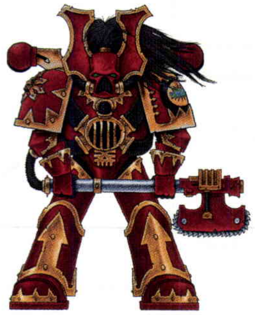
A daemonic face is the symbol of the Word Bearers.



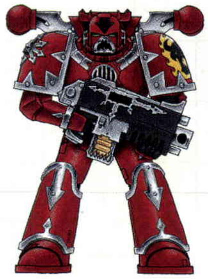
The Sons of Damnation



The Corpsemakers



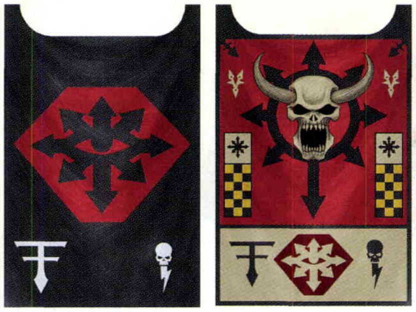
Gladiator Group 138



The Foresworn

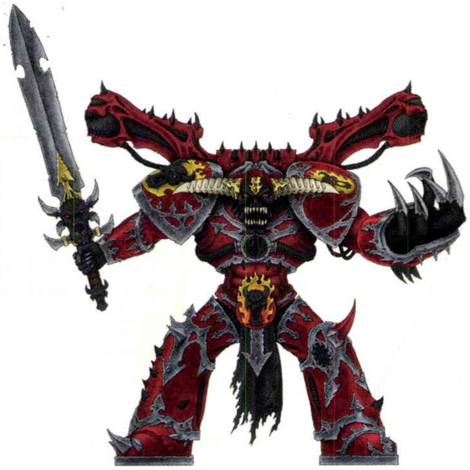
LEGIO EXCRUCIATUS

Squadron Beta-II-XII, the Helldogs, this pack of Warhound Titans from Legio Excruciatus has a long and storied history, detailing ten thousand years of atrocities against the Imperium. As the Chaos force approached the outskirts of the city, the Helldogs threatened the Imperial flank. *Blasphemous Rex* was the first war engine in the squadron to fall in battle since they first turned to the worship of Chaos.

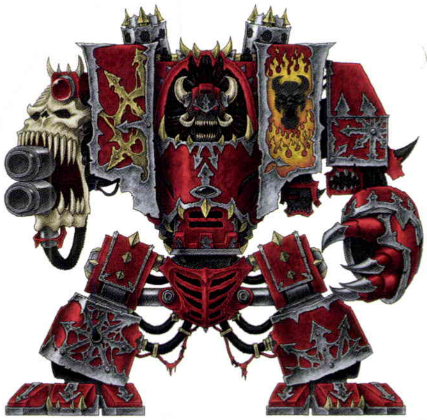


The Chaos Space Marine forces were bolstered by warriors from the Black Legion, few of whom were as influential, or as cruel, as the Corpsemakers. This twenty-strong squad of traitors and murderers battled their way into the breach before Terminator Squad Argan ended their bloody advance.

The bloodthirsty Khorne Berzerkers of Gladiator Group 138 were also crucial to the Chaos assault. With chainaxes wailing, they smashed through Eagle Gate, butchered the defenders and then continued into the waiting guns of the Imperial Guard. Kraagon Gorefist earned the slaughter crown for his brutality.

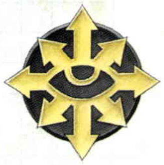


Daemon Prince Kor Megron

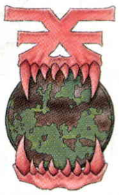


The Hell Feaster

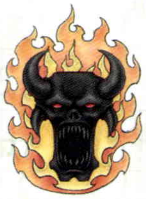
ICONS OF CHAOS



Black Legion Icon



World Eaters Icon



Word Bearers Icon

MARTYRDOM

At the end, the wrath of the Foresworn and their allies was halted before the Gate of Martyrs – the great eastern portal into Eydol City. There, a hastily gathered force of Space Marines and Imperial Guardsmen made their final stand. Kor Megron hurled himself at the defenders, determined to slaughter his way through. In the face of his fury, Cato Sicarius stood firm as the Daemon Prince brought down his accursed weapon in sweeping arcs, hammering the Space Marine Captain with such ferocity that his knees buckled and his finely wrought Talassarian tempest blade was notched and chipped. With a clawed foot, Kor Megron stomped Sicarius to the floor, cracking his breastplate and grinding him down. Triumphant, the Word Bearer raised his blade high, braying his victory to the skies.

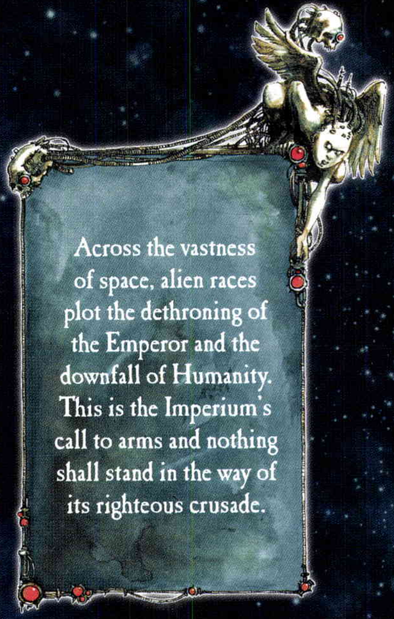
The killing blow never fell. A nearby Imperial Guardsman, seeing the mighty captain in mortal danger, forgot his fear and hurled himself at the towering Daemon Prince. As his bayonet plunged into the infernal beast's flesh, the course of the battle, and the fate of Eydolim, shifted forever. Kor Megron, distracted, turned his gaze upon the brave Imperial Guardsman and burned him to ash in a torrent of Warpflame. The distraction was all the captain needed. In the blink of an eye, Sicarius jammed his blade upwards, past the breastplate of the Daemon and into its heart. With a skull-rending scream, the Daemon Prince was dragged into the Warp.

Stunned at the loss of their leader, and worn to breaking point by the defenders, the forces of Chaos began to fall back, retreating under a sustained bombardment. For the Imperium, a reprieve had been bought at great cost. For the Legions of Chaos, there would be another reckoning…

AN ETERNITY OF WAR!

Here ends the Warhammer 40,000 Battles section of the rulebook, and hopefully here starts your journey into endless hours of enjoyment playing games of Warhammer 40,000. Having read through examples of great scenarios, missions and stories, all that remains is to get stuck in – after all, as fun as it can be to read about new ways to create scenarios and develop campaigns, the real satisfaction comes from playing them for yourself.

How you go about organising and playing your games is entirely up to you – there are as many ways to play as there are gamers. Perhaps you'll recreate some of the scenarios shown here or maybe try an Eternal War mission with a couple of special rules added in? A good place to start is to visit your local Hobby Centre or gaming club and see what they are up to. Games Workshop Hobby Centres arrange regular games and often host leagues or battle days. If you live out in the wilderness, and there isn't a Games Workshop Hobby Centre nearby, you could start a gaming group of your own – go play some games, and good luck!



Across the vastness of space, alien races plot the dethroning of the Emperor and the downfall of Humanity. This is the Imperium's call to arms and nothing shall stand in the way of its righteous crusade.

APPENDICES

This section contains a trove of knowledge both esoteric and inspiring. Herein is also found a vast resource, compiling quick reference guides, rules tables and a host of valuable elements to use during gameplay.

Appendix 1

Dark Millennium

The 41st Millennium is a vast, dark and deadly place, full of untold mysteries both scientific, esoteric and utterly alien. To produce a study on all of the technologies and sorceries of the Age of the Imperium would take all the scribes of Terra a hundred years or more; what follows is but a glimpse into this terrifying age. A candle-flame in the darkness...

THE CULT MECHANICUS

A brief overview and history of the religious beliefs and practices of the Adeptus Mechanicus.

The Cult Mechanicus, or Cult of the Machine, refers to the religious beliefs of the Adeptus Mechanicus. This worship predates the Imperium itself and was shrouded in mystery long before the Emperor created the Treaty of Mars to reunite the empires of Terra with that of the Mechanicum of the red planet. Although now fully interwoven within the fabric of the Imperium, there is much about the Adeptus Mechanicus that remains unknown. As with their secrets of science and the workings of their forge worlds, the Adeptus Mechanicus do not willingly share information with anyone outside their own organisation. If anything, they are even more closed-mouthed about their religion; although there is much speculation, little is known of the rites and practices of their worship. Following is a collection of the known facts.

Mars long ago evolved a strong culture devoted to the study and construction of engines and machinery of all types. During the anarchic centuries of the Age of Strife, they were ruled by the Mechanicum of Mars, a parliament of technocrats known to worship a machine god. Even then, there were visible signs that those on Mars were deep in the practices of what is now known as the Cult Mechanicus.

When the Emperor first rose to power on Terra, the Tech-Priests recognized in him a kindred spirit. He was a man of science in an era when most still held to the crude superstitions brought about by the disasters of the Dark Age of Technology. Instead, the Emperor valued the machine and technological advancement, and so, upon this initial foundation of mutual respect, the alliance between Terra and Mars was built. In return for supplying matchless arms and armour for his troops, and a war fleet for them to sail the stars upon, the Emperor gave to Mars six Houses of Navigators, also promising to protect the Tech-Priests and to respect the sovereignty of their forge worlds.

More of the unusual ways of the Adeptus Mechanicus were observed as Tech-Priests began to journey alongside the Space Marine Legions and the Imperial army as they crossed the galaxy with the successes of the Great Crusade. It became clear that the Tech-Priests did not fear machines, but coveted them – treating them with a reverence hitherto unseen by the men of Terra. As the Emperor's forces reconnected long lost colonised planets, driving out hostile xenos, they quickly found growing signs of what was to become the Imperial Cult, as the newly conquered worlds were convinced that the Emperor was a god. It was also at this time that some of the Tech-Priests first began to equate the Emperor to a living embodiment of their own machine god and a fulfilment of what they claimed were ancient prophecies. However, not all of the Adeptus Mechanicus believed in this, a source of contention that divides their ranks even to this day.

The dispersion of Tech-Priests away from their cloistered forge worlds allowed more to be discerned about their machine god. In its broadest terms, the Adeptus Mechanicus is divided into two parts. The greater mass of those on Mars, or any forge world, are worker-slaves called servitors. They are not fully human, but half-man, half machine creatures whose minds have been partially programmed to perform specific duties. The servitors are slaves to the ruling priesthood of Tech-Priests who form a hierarchy of technicians, scientists and religious leaders (to those within the Cult Mechanicus, these aspects are all one in the same). The leader of the Adeptus Mechanicus is the Fabricator General, a High Lord of Terra and the head of the Cult Mechanicus.

According to the Adeptus Mechanicus, knowledge is the supreme manifestation of divinity, and all creatures and artefacts that embody knowledge are holy because of it. The supreme holder of all knowledge is the machine god himself, the Great Omnissiah – an omnipotent being. To those within the Cult Mechanicus, machines are not mundane objects or tools, but rather they are holy items, and those that preserve knowledge from ancient times are considered the most sacred of all. Tech-Priests teach that all mechanical devices are blessed with machine spirits, and the more ancient and important the machine, the mightier its spirit. As such, before any technology can be used or repaired, its spirit must be properly appeased, lest it fails of its function. This is achieved through rituals, some of which include chanting repetitious cants, sprinkling blessed unguents, and often, if the machine is very old and revered, a rhythmic striking with a special metal tool.

The Tech-Priests teach that a man's worth is measured only by the sum of his accumulated knowledge – his body is simply an organic (and therefore more faulty) machine capable of preserving intellect. The replacing of worn body parts with mechanical upgrades is considered by the Tech-Priests to be holy augmentation – bringing the flesh closer to the divine. The most elderly of the order are more machines than men, their presence betrayed by the whir of cogs, the billowing of mechanical lungs, and the telltale clicking of bionic prosthetics.

Over the years, such radical beliefs have raised tensions, caused schisms, and on occasion, even escalated into minor conflicts with other elements within the Imperium. In M32, when the Ecclesiarchy rose to dominance and was recognized as the one true creed in the Imperium, they put forth much effort to redirect any other beliefs or creeds towards acceptance of the Emperor. Those not quelled by the might and power of the Imperium were led down the true path by more subtle ways. For instance, it is permissible for natives on primitive planets to continue worshipping their sun god, and the missionaries of the Ecclesiarchy would readily admit that the sun was magnificent and worthy of worship, always adding in that, on their planets, the sun god was known as the Emperor. Within the span of a few generations, aided by the hard-working members of the Missionarius Galaxia, and their teachings and sermons, shrines to the Emperor (in whatever form) are eventually raised and another world is added to the fold. Those who persist in denial, however, often run into considerable hardships.

Because of their importance to the Imperium, the Adeptus Mechanicus was allowed, in quiet discord, to continue following its own mysterious strictures. The Cult Mechanicus does acknowledge the Emperor as the Master of Mankind, although they do not recognise the authority of the Adeptus Ministorum, despite its official sanction. While other religions were named as heretical for such acts, the Adeptus Mechanicus has been granted an unusual autonomy, a freedom of worship unparalleled save for that granted to the Space Marines for their unusual practices. Over the millennia, as the Ecclesiarchy's power and influence has risen, these exceptions to their authority have come into question on many occasions, however, all such infighting is eventually subsumed beneath more pressing needs. And so the Adeptus Mechanicus continues their mysterious and strange worship of he that they call the Omnissiah.

THE HIGH LORDS OF TERRA

A short history of the Senatorum Imperialis.

The High Lords of Terra are the governing body of the Imperium. They are tasked with interpreting the Emperor's will and enacting his rule across the largest empire in the galaxy. On their command, the fleets and armies of the Imperium move, only their edict can approve a Space Marine Founding, and on their orders, the Black Fleet sails and their grim tithes are collected. Yet how, beneath the Benevolent Emperor, has such an organisation come to be?

The Senatorum Imperialis has, at its roots, many echoes from ruling bodies formed before the birth of the Imperium. In the beginning of the age, the Emperor himself ruled, although he formed about him a council of advisors comprised of key individuals. This top circle contained the Fabricator General of Mars, the Paternova of the Navigator Houses and Malcador the Sigillite, perhaps the Emperor's greatest ally during the Unification Wars of Terra. As the Emperor left the homeworld of Mankind to lead the Great Crusade, he left in his stead the legendary Malcador, more or less to act as regent in his stead.

Over the course of that vast military campaign, which reclaimed the galaxy and freed Humanity from enslavement, the Emperor discovered the lost Primarchs and brought them into the fold. As the Great Crusade began to branch off in many new directions, the Emperor grew to rely on his new battle council. After the decisive victory at the Battle of Ullanor, when Mankind's re-ascension was no longer in doubt, the Emperor left military matters in the hands of Horus, his newly appointed Warmaster, and returned to Terra.

Whilst Horus directed the rest of the Primarchs in the expansion and security of this new realm, the Emperor formed the Council of Terra. This formalized the role of the Emperor's previous advisors and the group started off with a half dozen men. This council, under the leadership of the Emperor, was to become the body of government that would administrate the myriad bureaucratic tasks needed by the newly formed empire. Already, under the far-seeing eyes of Malcador, the Adeptus Administratum was born, new branches already forming beneath its auspices. It was a bright start for the new Dawn of Mankind envisioned by the Emperor.

In addition to the Council of Terra, the Primarchs, under the Warmaster, were to head the military branches, now in the latter days of the Great Crusade and spread far across the galaxy. As it turns out, this was a contentious decision. Some of the Primarchs took great exception to being ruled by those deemed less worthy of such honours than themselves. It cannot be proven, but doubtless this turned out to be one of many growing resentments that allowed the Ruinous Powers to infect and corrupt several of the Primarchs.

Following the calamities of the Horus Heresy, the Emperor was interred upon the Golden Throne and could no longer rule his realm directly. Several legends tell of the Emperor's last words, spoken as he was attached into the vast machinery that would allow his mind to live on. Full of foresight beyond mortal men, the Emperor's final instructions were for the rule of Mankind's galaxy-wide kingdom. In that time of great change, Malcador too was now gone, and it had been he who had proven best able to enact the Emperor's vision. Now that role, and the leadership for the coming reformation, fell upon Roboute Guilliman, the great Primarch of the Ultramarines. It was he who set up the new ruling body, the Senatorum Imperialis, or as it is more commonly known now, the High Lords of Terra. It was their duty to interpret the will of the Emperor and, in his stead, to command the Imperium. The number of this ruling council was set at 12, with Roboute Guilliman himself taking a seat under the title of Lord Commander of the Imperium, the old term Warmaster having fallen out of favour for obvious reasons.

Since those days, the number of seats on the High Lords of Terra has largely remained the same, fluctuating during various points of crisis before eventually returning to its original number. Each seat is filled by a leader from one of the most powerful organizations of the Imperium. A complex web of tradition, skulduggery, promises of support, threats of retaliation and considerations of mutual interest binds them together and determines who holds office and who does not. In practice, some of the Imperium's organizations and institutions are so powerful and vital that it would be unthinkable for their leader to not be granted a seat upon the High Lords of Terra. Naturally, over the long millennia, the unthinkable has happened many times over, however, the existing High Lords often put in place an inordinate amount of measures to ensure that their seat is a permanent one – that upon their deaths their position is automatically filled by the new head of their organization. The following offices are almost invariably represented as High Lords because they form the cornerstones of the Imperium, the most important of its ancient institutions.

- The Master of the Administratum
- The Fabricator General of the Adeptus Mechanicus
- The Paternoval Envoy of the Navigators
- The Inquisitorial Representative
- The Master of the Adeptus Astra Telepathica
- The Ecclesiarch of the Adeptus Ministorum
- The Grand Master of the Officio Assassinorum
- The Master of the Astronomican
- The Grand Provost Marshal of the Adeptus Arbites

Those nine posts are virtually sacrosanct, and there are very few times in the history of the Imperium when their seats upon the High Lords of Terra became empty and were not filled with a successor from the same organisation. Note that a specific Inquisitor does not typically hold the position of Inquisitorial Representative on his own, but instead, the seat is retained for whichever individual is sent on behalf of the Inquisition. Similarly, the place of the Paternoval Envoy is open to whoever might be the Envoy of the Paternova of the current ruling family of Navigators. The Paternova himself never leaves the Palace of Navigators, for it is forbidden for him to do so.

The remaining three posts are usually filled from amongst the following mighty officials:

- Lord Commander of the Segmentum Solar
- Lord Commander Militant of the Imperial Guard
- Lord High Admiral of the Imperial Navy
- Cardinal(s) of the Holy Synod of Terra
- The Abbess Sanctorum of the Adepta Sororitas
- Captain-General of the Adeptus Custodes
- Chancellor of the Estate Imperium
- The Speaker for the Chartist Captains

It is an oddity that, throughout its history, very few members of the Adeptus Astartes have served as High Lords of Terra – given the importance of humanity's most elite fighting force and the fact that the first council was initiated by Roboute Guilliman, the Primarch of the Ultramarines. This seems to have been set up intentionally by Guilliman, who knew that at times of great need, Space Marine leaders would have no choice but to step in, but would otherwise remain outside the ruling structure. Some say the Primarch's discouragement of Space Marines serving in the Senatorum Imperialis was based upon the Emperor's original Council of Terra – which was separate from his Military Council, and a ruling body that did not include any members of the Adeptus Astartes. Guilliman clearly believed, as his great work, the Codex Astartes points out, that it is the Space Marines' duty to serve Mankind, not to rule it.

In its long existence, the High Lords of Terra have gone through many changes. They have been forced to give one of its seats over to a religious leader (the Ecclesiarch, who joined shortly after the Adeptus Ministorum was named the sole religion of the Imperium in early M32), wiped out to a man by assassination (on the orders of a slighted Grand Master of the Officio Assassinorum, an event known as 'the Beheading'), and dissolved altogether by the ruling Ecclesiarch (during the civil war known as the Age of Apostasy). Many members have disappeared under suspicious circumstances and the Inquisition has been asked to investigate a number of times (although many have suggested that at least some missing Lords of Terra have disappeared because of the Inquisition). Yet always, despite the many power struggles and strife, the High Lords of Terra have continued to interpret the Will of the Emperor and thereby rule the greatest empire in the galaxy.

DAEMONS

That there are Daemons abroad in the universe, and the link that these entities have with the Warp, is not a commonly known or understood phenomenon within the broader community of the Imperium. There are various reasons for this. Quite apart from the sheer rarity of encounters with the denizens of the Warp, the hierarchy of the Imperium has always sought to suppress such knowledge. What little awareness exists amongst the peoples of the Imperium is never openly or officially acknowledged. Tales of the Warp, and its unpleasant inhabitants, are dismissed as scaremongering or mere superstition.

The Imperium, or at least its more senior agents, is quite determined to prevent the spread of daemonic infestation. It is known amongst the cognoscenti that the ways of the Daemon are deceitful and devious and that they have subtle ways to infiltrate human societies and influence the human mind. Many are the strange, twisted cults and secretive covens of Daemon worshippers that have inveigled themselves into the worlds of the Imperium throughout the course of its long history. Invariably, these cults have been unearthed and eradicated, but not without great cost of lives, property and sanity.

There is also the very real threat of possession, which, although a very rare occurrence, is nonetheless feared above all other outcomes. A Daemon with such a foothold in realspace is both difficult to identify, at least in the early stages of possession, and is also a most deadly and dangerous foe. Furthermore, the Daemon is always intent upon spreading its taint through the establishment of cult worship and the encouragement of yet more possessions. Unchecked, such a creature can wreak untold damage in both the physical and metaphysical spheres.

However, the primary motivation for keeping knowledge of Daemons secret is to ensure that the greater population is not catastrophically disturbed by such revelations and driven to madness, despair and mass civil unrest through the knowing of them. There is a world of difference between understanding that there are vile, antipathetic alien species at large in the universe and knowing that one's immortal soul is at risk from predation by unholy daemonic entities from a hellish dimension a mere thought away from our own. Also, as dangerous as Warp travel may be perceived to be, if the general populace was to realise that it was, in fact, through a realm inhabited by Daemons, it is unlikely that anyone would willingly submit themselves to such a means of transport or trust any of the astropathic messages sent through it. The anarchy that could ensue from such a turn of events would be threat enough to completely destabilise the Imperium.

Thus, only the most stout-hearted and iron-willed are permitted to know and retain knowledge of the Daemons and their masters, the Dark Gods of Chaos. The bearers of this knowledge are few, and they share this information reluctantly. The Inquisition and their erstwhile allies, the Grey Knights, are among the tiny number of humans who are allowed to know of the Daemons and their evil ways. Most others who come into contact with them are culled to prevent both the promulgation of knowledge and the possible spread of daemonic taint. If they are of sufficient value to the Imperium, they are mind-wiped to erase all memories of the encounter.

BLACK SHIPS

The great fleet of Black Ships belongs to the Adeptus Astra Telepathica. Independent of the Imperial Navy, they are the second largest fleet in the galaxy. There are many thousands of Black Ships but only the highest-ranking adepts in the Adeptus Astra Telepathica know the true scale of the fleet and the vast scope of its operations. New vessels are constantly commissioned to replace inevitable losses and to further increase the fleet's size. Thus it is that each year, more and more planets of the Imperium are visited and stripped of their psykers for transportation to Terra.

The captains and other senior officers of the Black Ships are senior adepts of the Adeptus Astra Telepathica. The ships' crews are indentured workers drafted from a number of Imperial worlds situated relatively close to Terra. The Astra Telepathica have ancient contracts with these worlds, ensuring a steady flow of suitable recruits in return for exemption from Imperial Tithes. All crew are rigorously tested and scrutinised for any latent psychic abilities or sensitivities and are regularly mind-scrubbed to purge any taint or infection.

Navigators for the fleet of Black Ships are all members of the Granicus, Ptolemy and MacPherson Navigator Houses who work exclusively for the Astra Telepathica. Inquisitors, alone amongst Imperium officials, have secured Rights of Passage aboard the Black Ships and have leave to travel freely throughout the entire fleet. They are also wont to oversee the identification, capture and incarceration of particularly recalcitrant or rebellious psykers in whom they have a personal interest. Generally, few other Imperium agents are permitted aboard these dread vessels but occasionally Space Marines, Sisters of Battle or higher-ranking members of the Adeptus Terra may be accommodated at the captain's discretion.

A Black Ship is a dreadful environment for psykers. Psychically sensitive crew spend most of their time in the shielded upper decks of the main bridge, as far removed from the containment holds as possible so as to avoid the unpleasant effects of the security measures in place. There are numerous devices and routines directed at the great holds to confuse and confound psychic abilities. Each ship has a troop of specially trained adepts whose sole function is to focus their own psychic energies into an Occluding Sphere – this strange metaphysical device broadcasts an invasive signal into the mind of any nearby psyker severely disrupting their ability to concentrate or reason and therefore largely curtailing their ability to utilise their talents. In addition to this, oppressively loud and discordant noise is pumped into the holds. The holds are dimly illuminated for the most part but frequent bursts of strobing light shatter the twilight. Food and drink for the captives is laced with sedatives. The captive population is regularly moved from one hold to another. All of this serves to keep the psykers in a helpless, confused and compliant state. The most dangerous psykers (as identified by Inquisitorial scrutiny) are kept in separate isolation cells deep within the bowels of the containment holds.

Every day, dozens of Black Ships complete their epic journey and arrive at Terra, whereupon they disgorge their cargoes of human psykers. Each ship can hold many thousands of psykers within their vast holds. So each and every day, tens of thousands of psykers are sent to the processing halls, graded and passed on through the myriad departments and institutions responsible for ensuring that the Tithe is put to its allotted use.

ABHUMANS

Abhumans are creatures evolved from human stock, but changed or mutated to a greater or lesser degree. They differ from true mutants in that they conform to a recognisable physical standard, breed true, and are no more prone than normal humans to further mutation. There are many millions of abhumans living within the Imperium and they are tolerated and exploited by the authorities very much as the rest of the population. It is rare for them to reach positions of authority or power within the Imperial hierarchy and many are subject to popular derision, fear or prejudice. Many abhumans are recruited into service of the Administratum and its various sub-divisions, including the Imperial Guard and the Imperial Fleet. In the Imperial Guard, they are organised and fight in dedicated squads or companies, segregated from their human comrades.

The Adeptus Terra officially recognises seventy-three stable abhuman strains within the Imperium. Of these, forty-six types are now listed as extinct, and no records have been received of a further twelve strains for over a generation, suggesting that they too have died out or been assimilated back into the general population. The status of the remaining fifteen abhuman races is quite varied and there is permanent disagreement about their specific classification amongst the adepts of the overseeing sub-division of the Adeptus Administratum: the Tithes Chamber Notaries, sub. Planetary Census (Abhumans). The most noteworthy and contentious matter concerning the adepts is the Ogryn (Homo sapiens gigantus) matrix of abhuman strains. This complex group is currently officially listed as seven distinct types (Alpha, Theta, Type IV, Type VIIa, H.S. gigantus gigantus, H.S. gigantus cranopus and the mysterious Grey Ogryns), but many in the Chamber doubt that these are all separate types, and yet another revision of the classification is therefore pending.

Ratlings (Homo sapiens minimus), Squats (Homo sapiens rotundus), Beastmen (Homo sapiens variatus), Troths (Homo sapiens verdantus), Longshanks (Homo sapiens elongatus), Pelagers (Homo sapiens oceanus), Felinids (Homo sapiens hirsutus) and Neandors (Homo sapiens hyannothus) comprise the remaining classified, and officially recognised, abhuman races. Of these, Beastmen are subject to severe persecution and have been placed on the Register of Proscribed Citizens (Class A-G worlds) by the Adeptus Arbites. This effectively precludes them from settlement on, or transportation to or from, more than three hundred thousand worlds of the Imperium and forbids their conscription as an Imperial Tithe obligation. All of this is a sure sign that they will soon lose abhuman status completely and be reclassified as true mutants. Troths, Felinids and Neandors are endemic, and restricted to the worlds of Verdant, Carlos McConnell and Hyannoth IV respectively. The remaining abhuman races are variously present across the entire Imperium. In some regions they are plentiful and common, living in large colonies or even populating entire worlds, in others they are scarce and virtually unknown.

STC TEMPLATES

Created at the developmental apex of the Age of Technology, the Standard Template Construct (STC) system was a way to ensure that all the recently far-flung human colonies across the galaxy could build anything they needed. From air-purifiers to military grade weaponry, hab-buildings to plasma reactors. The user simply asked the machine how to build what was needed and it would calculate everything – from locally-available materials to the means of manufacture and assembly – it would present the most efficient way to achieve what the settler asked. The STCs were designed so that the least accomplished user could still fabricate the vehicle, building, or weapon they needed. For all intents and purposes, the STCs were the sum total of man's technical know-how at its zenith of power.

Every human colony had at least one STC system, although most colonists never tapped into anything like the more advanced constructs, finding the more rudimentary machines and weapons far more useful. It is highly probable that few of the theoretical or most highly advanced works were ever attempted. Over the passage of time, a majority of the STC machines were lost, destroyed in battle or by natural disaster, or began to fail, overcome at last by corrupted databanks, too much jury-rigging in place of knowledgeable maintenance, or simply the fatigue of thousands of years of use. Those lucky planets that still maintained even a partially working STC system grew to guard it jealously as the Age of Technology slipped into the anarchic madness that was the Age of Strife. Soon, the galaxy-wide realm of Man was fractured, each world cut off from all but the closest planets by Warp storms or worse. The madness, warfare and Warp-spawned invasions, along with the great backlash against technology, ensured that few of the great works of the previous era survived.

Today, there are no surviving STC systems. It was common practice, however, beginning in the Age of Technology, for colonies to produce hard copies of many of the more standard designs. Over the years, these have been copied repeatedly, with varying levels of accuracy. Yet, as commonplace as many of these designs once were, now any copy is a rarefied item, even more so for any that carry precious first-generation printout information. During the Great Crusade and later, during the period known as the Forging, thousands upon thousands of previously colonised planets were reclaimed for Humanity. Many STC templates were found amongst these worlds and, it is rumoured, even some partially working systems were unearthed. These long lost troves of forgotten technology were discovered mostly buried amidst the ruins of greatly regressed worlds, but on occasion they were found enshrined within locked vaults, guarded by those to whom the name STC, or even its purpose had longed passed out of understanding. Any such findings are greedily collected by the Adeptus Mechanicus; the Tech-Priests rush such treasures back to their secretive forge worlds, where they can be thoroughly studied, hoarded, worshipped and copied.

One result of the STC system, and its pivotal place in human development, is that many worlds utilise designs and machinery of a similar type. Of course, the millennia have wrought changes in the basic utilitarian devices proscribed by the STC, but many humans adhere religiously to the old designs. STC designs were intended to be able to cope with anything – given the unpredictable nature of colonies in previously unexplored space. Therefore, designs were often big and brutish, hard to damage and easy to repair. Examples of recovered STC template technology still being built and in use today include such military hardware as the Rhino Armoured Personnel Carrier and the Land Raider, as well as the Atmospheric Pumps that still keep the air (almost) breathable in even the largest hive-blocks.

The Adeptus Mechanicus are driven by a quest for knowledge and, in an era when innovation and invention are almost non-existent (being viewed as highly suspicious, if not outright dangerous), then it is no wonder that the Tech-Priests hold STC templates as holy items. A working STC system is the ultimate embodiment of their endless mission – truly the font of all knowledge (which is actually what the original devices were meant to be). The Adeptus Mechanicus will pursue any and all information about STCs, willingly trading lives by the millions for even the chance to get their hands upon the lost devices of the Age of Technology, and especially the blueprints by which they were made. To this day, discoveries are rare, but still being made. Who knows what ancient artefact lies buried beneath forgotten levels of a hive city or sits idle and overgrown upon the trackless lands of recently recolonised worlds? Tech-Priests aboard Explorator fleets dream of finding a planet on the edge of the galaxy or long locked away by Warp storms, a world where full volumes of STC printouts have been collected, or perhaps a fully functioning STC system still awaits them. Until then, gone are the secrets for the trident-shaped Proteus Cannon of Mars or the force field generators that guard the Palace of Xerxes, and countless other marvels whose workings even the most adept of the Tech-Priests can't begin to fathom.

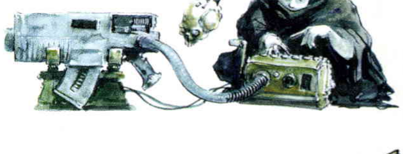
EXCERPTS ON WARP TRAVEL

Notes of Sharim Calypso, Adjutant advisor to the Imperial Navy.

The Questio Logisticus branch of the Adeptus Administratum has a division devoted to tracking median travel via common Warp routes. Although only two millennia's worth of data has been compiled, it has thus far proven little, save what is already known – to enter Warp space is a deadly and unpredictable risk.

By way of an example, note the logbook of the Proxxian traders that operate in the Nephilim sector. They primarily transport forced labour, from the hive world of Proxx to the isolated mining colonies of Hephastian, approximately three times each Terran year. The distance is dozens of light years and requires a fleet to traverse the Immaterium. The route is anything but predictable, despite being classed as a semi-fluctuating passage (the most stable rating). Typical voyages range between one and six weeks, but the more extreme journeys have taken as much as 1,200 years and as little as two minutes. Some 22% of expeditions have, as of yet, not arrived at their destination – although given the time disparity, one can only estimate what percentage have been lost and which are still en route. In distance, this is a relatively short voyage example; the numbers only grow worse with longer journeys.

It is my observation that little more can be learned from further computations and that the old Navigator maxim, 'Trust in the Emperor's Light', remains the one truism of value concerning Warp travel.



THE MARCH OF TIME

The Imperial timeline is expressed using the dating system of the Administratum, though it should be noted that events themselves may go unrecorded – or be recorded with considerable bias – within the Imperial archives. Indeed, records on different worlds may vary greatly in their representation of the facts.

An Imperial date is a date 'Anno Domini', but expressed in different terms to those we are used to. The most noticeable change is the suffix 'M' followed by a number. This is the millennium number. In Imperial terms, any date between 2001 and 3000 would be suffixed by M3. The current millennium in the Warhammer 40,000 mythos is the forty-first or M41. Incidentally, this suffix is normally emphasised by a full stop for clarity.

A typical dating code, such as you will find in this book, is 0150935.M41. The M41 means we are dealing with a forty-first millennium date. The other numbers tell us the year, the fraction of the year and the accuracy of the date.

Year: The last three digits are the year within the millennium running from 000-999. 0150930/M32 is the year 930 of the thirty-second millennium, described as the year 31930AD. When referring to a year in general terms, and where it is not necessary to include the year fraction or check number, it is acceptable to write 'year 930/M32'.

Year Fraction: For administrative purposes the standard year is divided into 1000 equal segments; 001-000. This is a purely administrative convention and not part of everyday usage.

Check number: The first digit in the sequence is usually the dating reference or check number, though it is not always included. This check number is necessary due to temporal distortions which affect ships in the Warp as well as worlds which are remote, or isolated, from Earth. Its presence qualifies the accuracy of the date given in each case – the following is appended out of completeness and for the satisfaction of curiosity.

Prefixes 1 to 8 indicate widening 'grey areas' of a given item of data's surrounding origins. Prefix 9 is slightly different. It's used when, for instance, a source reporting from a world that doesn't use Imperial dating, needs to make a reference to that world's history. The historical date would carry the prefix 9.

0/1 **Earth standard date.** Referring to an event which happened within the Sol system of Segmentum Solar.

2 **Direct.** Source in direct psychic contact with Earth when date reference was made.

3 **Indirect.** The source is in direct psychic contact with a class 2 source, but not Earth.

4 **Corroborated.** The source is in direct psychic contact with a class 3 source, but not a class 0/1 or 2 source.

5 **Sub-corroborated.** The source is in direct psychic contact with any corroborated source.

6 **Non-referenced 1 year.** No psychic contact with a class 1-5 source when the reference is made. The reference does belong to a sequence beginning or ending with a date with a class 1-5 source. The unsourced time period is less than 1 standard year.

7 **Non-referenced 10 years.** This is an unsourced date in the same way as a class 6 date, but with an unsourced period of 1-10 years.

8 **Non-referenced more than 10 years.** This is an unsourced date as for 7, but for an unsourced sequence of more than 10 years.

9 An approximated date with no fixed coordinates at either end of a sequence, or a date drawn from non-Imperially dated references.

Example: 0 150 935.M41 (or the year 40.935 AD)

Check Number Year fraction Year

COMBAT LIFE SAVER

Lesson 243.77fIVs.

HOW TO FIELD DRESS A LAS-WOUND

Laser weapons are easy to produce and maintain, assuring they are amongst the most common weapons in the galaxy. Las-weapons do not fire a projectile or slug, but instead project a brief, high-energy pulse. This beam can range greatly in strength, depending on the size of the las-weapon and the rating of its power source. The largest of the las-weapons – such as the lancestrike batteries employed upon spacecraft of the Imperial Navy – produce beams that can sear away entire hab-blocks, leaving only smoking craters hundreds of feet deep. On average, however, las-weapons are much smaller. Even the humble laspistol, within close range and with no atmospheric diffusion of shot, has the power to blast away a foe's face on contact, with the beam penetrating the skull and burning a hole through the brain, causing immediate death.

A las-pulse will shear through flesh producing a cauterised hole surrounded by blister-burns. When first striking flesh, a las-pulse will cause a flash-burn effect upon impact, as the heat of the discharge causes the immediate surface area of the target to be vaporised. This can, to the untrained eye, take on the same wound aspects as those produced by high density explosives, but there are major differences when it comes to field dressing las-wounds. While the brief exploding flash of initial contact is highly visible, it is rarely the major concern of aid givers. It is typically the continuing projection of the las-beam boring into the body that causes the most extensive damage – the beam will puncture through any internal organs and is capable of severing limbs.

The following steps should be employed when confronted with a las-wound:

I) Approach. Do not treat until you have ensured the victim is removed from the source. Las-weapons produce a narrow amplified beam of light. Most often this is a short burst, however, should the shaft be ongoing and still present, it is dangerous to approach – entering the beam will cause you to become a casualty as well.

II) Expose. Identify the impact site and determine the extent of the flash burn. Lift away any clothing covering the burnt area, without pulling material over the burns. Leave in place any material that has been seared into the burn area. If the victim is wearing armour, be aware that some materials absorb heat, leaving the area dangerous to touch. In a hazardous environment (such as chem-zones, rad-sites, or other such dangerous areas) do not cut away any protective covering – apply the dressing directly over it.

III)Evaluate. Find the penetration level of the beam. Has the beam passed through the victim causing an exit wound? It is best to check as soon as possible. The extreme heat cauterizes the wound, leaving minimum bleeding, however, rapid swelling will begin around the area almost immediately, making later diagnosis more difficult. If the las-wound is only a glancing hit, in a limb, or shows no signs of striking a vital organ, proceed with Field Dressing Type I. If you suspect the las-wound has penetrated a vital organ, go straight to Type II.

IV) Field Dressing (Type I). Using the cleanest material available, place the cloth lightly over the burn, covering the entirety of the wound. If the victim is able, he may hold the dressing in place. Use strips to bind in place (wrapping around limbs or torso) and tie tightly enough to avoid slipping. Do not break blisters or apply ointments to flash burns.

V) Field Dressing (Type II). Cover the wound as quickly and completely as possible. This is cosmetic, to hide the lethal wound from comrades, and may also allow the victim some false comfort. The swelling that follows is bound to cause catastrophic bodily failures

ASTROPATH COMMUNICATION

A brief treatise on the basics of Astropathic transmission (Imp. Ref. 0253870007/SA).

There are many methods of communication within a single planetary orbit and even within compact star systems, ranging from the mundane to the esoteric. However, the majority of the Imperium's colonised worlds are so far apart from other star systems that other means are required to stay in contact with the wider Imperium – to pass messages over such great interstellar distances requires the skills and powers of an Astropath.

Astropaths are the most common sanctioned psykers in the Imperium, having escaped the cruel fate that awaits those without the strength of mind to control their powers, or the will and determination to survive the Imperium's strict training regimes. All major organisations of the Adeptus Terra, from the bureaucratic branches of the Administratum to the furtive offices of the Inquisition, use Astropaths to communicate with each other across the vast distances of the galaxy. These psykers can be found working alongside starship captains, rogue traders, Planetary Governors and officers from all branches of the military. The Adeptus Ministorum makes extensive use of Astropaths, and has built vast amphidomes and psi-comm spires that rise high over every shrine world, aiding their spiritual broadcasts and creating an interlocking transmission web that at least partially connects many dioceses and parishes, though the most powerful can even reach some of the far distant missionaries on the edges of the Imperium.

It is said that the Emperor, the greatest of all psychic minds, once held full telepathic conversations with Malcador the Hero, himself a mighty telepath. Though they were at opposite ends of the known galaxy, there was no time delay to speak of, and they may as well have been in the same room. Although human psykers of such extreme potency no longer stride among the stars, the most powerful Astropaths can single-handedly send messages across several star systems with some accuracy.

If all goes well, Telepathic communications travel quickly through the Warp, crossing many thousands of light years, becoming fainter and fainter, before eventually fading out altogether. Still, such communications vary widely based on the mental strength of the sender, the ability of the receiver to absorb such incoming messages and, perhaps most of all, the unpredictable nature of the Warp itself. When the galactic distance required of a transmission is so great that a single Astropath proves insufficient, it is common for them to work in relays, sending messages to various beacons, hubs and Imperial sub-stations to pass along. It is also possible to boost a message by using an Astropath Choir – a group working in synchronicity to broadcast or receive complex messages over unimaginable distances.

It is too complicated and variable to list all of the methods and processes involved in Astropath communications, but the following generalizations should help even a novice understand some of the difficulties of the medium. There are, after all, dozens of types of Trance Broadcasts alone, to mention nothing of Station Reception, Astral Projection or the nearly infinite styles of Divination practised by Astropaths within (and beyond) the purview of Imperial Sanction.

Using mesmeric chants to enter a deep trance, a typical Astropath forms the message within his mind and sends it through the Warp. The progress of the message is rather like a stone dropped into a pool, as it creates a series of ripples that extend outwards through the Immaterium. Some psychics are able to project the message so that it travels only in a desired direction, but even then, some echoes are likely to lap outwards.

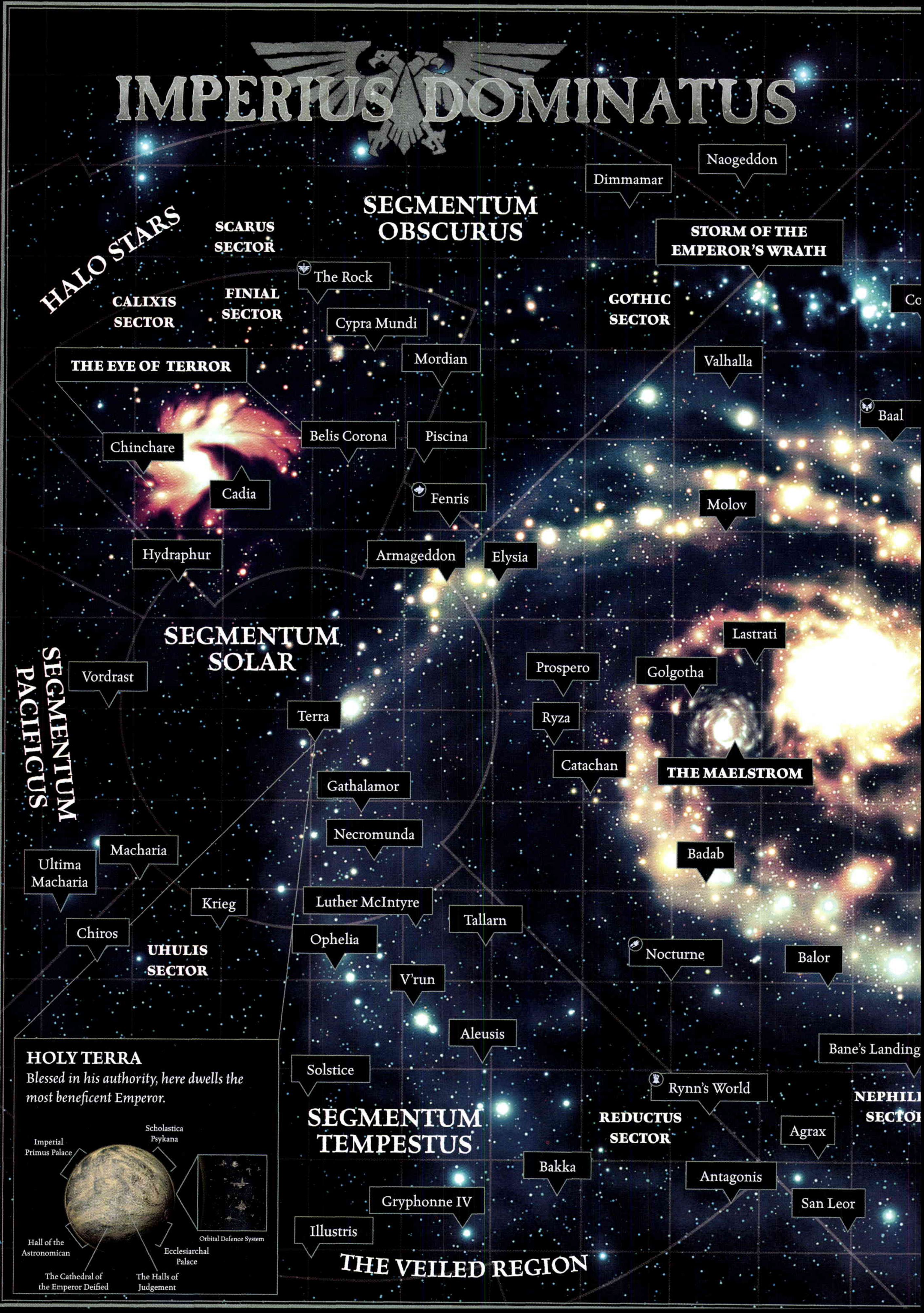
Once projected, a message hurtles through the Warp until its energy is lost and it fades away, typically a gradual process, but the Immaterium is anything but predictable. A communication of this kind has many restrictions; they are brief in length, perhaps comprising only a few images or sentences depending on how the Astropath works, (psychics are as likely to work in abstract pictures and emotions as they are words). As with all things, the very Chaos of the Warp can alter the form of a message, if only rarely its intent. Unless powered by a mighty source, longer or more complex messages risk getting unravelled in the ripples of the Warp, arriving in a jumbled order, and risking further, if not complete, distortion. Warp interference is common, as messages can be delayed, altered or contaminated by any number of fluctuations, such as shifts in Warp tides or the intermingling of multiple telepathic signals. Raging Warp storms can redirect or simply swallow and destroy messages, blocking communiqués for centuries.

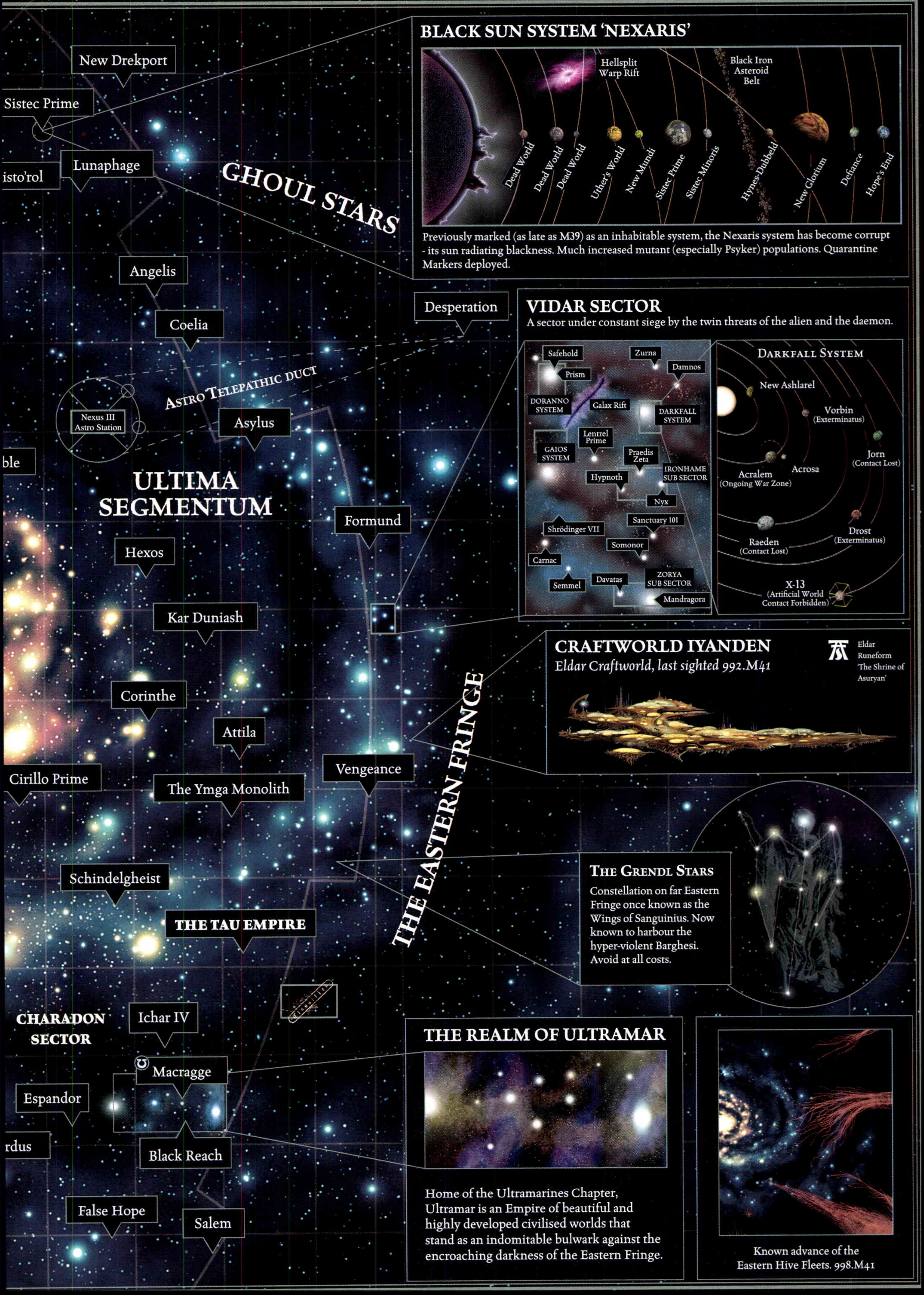
Any Astropath can pick up Trance Broadcasts, although in general it can be said that more discipline is needed to receive messages than to send them. With outgoing messages, an Astropath can concentrate on the clarity of thought, on the message itself, pushing such deliberations deep into the Warp. Astropaths in such a trance and actively receiving incoming messages are particularly vulnerable – their minds must open to the eternal noise of that erratic and highly dangerous realm. Not only must an Astropath attempt to sift out the senseless static of passing currents, they must also contend with the residue of ancient messages that sometimes (for no logical reason) drift endlessly, not losing power as is usually the case but continuing to call from some distant past, faint waves of energy lapping gently across the void. The repercussive Warp-waves of major events or cataclysms can also be picked up, sometimes unintentionally, sending more sensitive Astropaths into fits or burning out their minds altogether with the unexpected onslaught.

Ominously, some telepathic impulses attract unwanted attentions – mischievous Warp entities that attempt to alter messages, making them misleading or obscene, redirecting them to the wrong recipient, or perhaps even attaching themselves to the mental transmissions, piggybacking on the message to its final destination. Although rare, it is possible for Daemons themselves to become aware of and attracted to the psychic signals hurtling through their realm. On occasion, they will even trace them back to their source searching for a way to establish a claw-hold into realspace.

An Astropath who wishes to send a singular message to a specific location – whether it is a particular spacecraft, planet, hive or even an individual – must be able to concentrate his mind to a degree that is unimaginable to a normal human. These messages are launched into the Warp not as ripples extending outward in all directions, but as a single bolt of pure thought. The recipient must be prepared to receive such a powerful transmission, though it is still possible for those in Sweeping Trance Reception to pick up snippets of such messages if they happen to pass through their area of their psychic awareness on the way to their destination. Success of this kind is linked more to random chance than any degree of skill or accuracy on the part of the erstwhile recipient.

The need for interstellar communication is enormous, and the Scholastia Psykana is bombarded with requests for Sanctioned Astropaths constantly. They are a common sight in the more civilised sectors of the Imperium, easily distinguished by their green robes and sightless, sunken eye sockets. Although only released for duty once they have cleared all sanctioning tests and the holy ritual known as the Soul Binding, the nature of their occupation puts them in nearly constant danger and there have been documented cases of Astropaths becoming corrupted (see crossfile, datascroll Ref.0062132005).


IMPERIUS DOMINATUS
HALO STARS
SCARUS SECTOR
SEGMENTUM OBSCURUS
Dimmamar
Naogeddon
STORM OF THE EMPEROR'S WRATH
CALIXIS SECTOR
FINIAL SECTOR
The Rock
Cypra Mundi
GOTHIC SECTOR
Co
THE EYE OF TERROR
Mordian
Valhalla
Baal
Chinchare
Belis Corona
Piscina
Cadia
Fenris
Molov
Hydraphur
Armageddon
Elysia
SEGMENTUM SOLAR
Lastrati
SEGMENTUM PACIFICUS
Vordrast
Prospero
Golgotha
Terra
Ryza
Catachan
THE MAELSTROM
Gathalamor
Necromunda
Macharia
Ultima Macharia
Badab
Krieg
Luther McIntyre
Tallarn
Chiros
Ophelia
UHULIS SECTOR
Nocturne
Balor
V'run
Aleusis
Bane's Landing
Solstice
Rynn's World
NEPHILI
SECTO
SEGMENTUM TEMPESTUS
REDUCTUS SECTOR
Agrax
Bakka
Antagonis
Gryphonne IV
San Leor
Illustris
THE VEILED REGION
HOLY TERRA
Blessed in his authority, here dwells the most beneficent Emperor.
Imperial Primus Palace
Scholastica Psykana
Orbital Defence System
Hall of the Astronomican
Ecclesiarchal Palace
The Cathedral of the Emperor Deified
The Halls of Judgement


New Drekport
Sistec Prime
isto'rol
Lunaphage
GHOUL STARS
Angelis
Coelia
Desperation
ASTRO TELEPATHIC DUCT
Nexus III
Astro Station
Asylus
ble
ULTIMA SEGMENTUM
Formund
Hexos
Kar Duniash
Corinthe
Attila
Cirillo Prime
The Ymga Monolith
Vengeance
THE EASTERN FRINGE
Schindelgheist
THE TAU EMPIRE
CHARADON SECTOR
Ichar IV
Macragge
Espandor
rdus
Black Reach
False Hope
Salem
Hellsplit
Warp Rift
Black Iron
Asteroid
Belt
Dead World
Dead World
Dead World
Uther's World
New Mundi
Sistec Prime
Sistec Minoris
Hynes-Dubbeld
New Glorium
Defiance
Hope's End
Safehold
Zurna
Damnos
Prism
DORANNO SYSTEM
Galax Rift
DARKFALL SYSTEM
Lentrel Prime
GAIOS SYSTEM
Praedis Zeta
IRONHAME SUB SECTOR
Hypnoth
Nyx
Sanctuary 101
Shrödinger VII
Somonor
Carnac
Semmel
Davatas
ZORYA SUB SECTOR
Mandragora
DARKFALL SYSTEM
New Ashlarel
Vorbin
(Exterminatus)
Jorn
(Contact Lost)
Acralem
(Ongoing War Zone)
Acrosa
Raeden
(Contact Lost)
Drost
(Exterminatus)
X-13
(Artificial World
Contact Forbidden)
Eldar
Runeform
'The Shrine of
Asuryan'

BLACK SUN SYSTEM 'NEXARIS'

Previously marked (as late as M39) as an inhabitable system, the Nexaris system has become corrupt - its sun radiating blackness. Much increased mutant (especially Psyker) populations. Quarantine Markers deployed.

VIDAR SECTOR

A sector under constant siege by the twin threats of the alien and the daemon.

CRAFTWORLD IYANDEN

Eldar Craftworld, last sighted 992.M41

THE GRENDL STARS

Constellation on far Eastern Fringe once known as the Wings of Sanguinius. Now known to harbour the hyper-violent Barghesi. Avoid at all costs.

THE REALM OF ULTRAMAR

Home of the Ultramarines Chapter, Ultramar is an Empire of beautiful and highly developed civilised worlds that stand as an indomitable bulwark against the encroaching darkness of the Eastern Fringe.

Known advance of the Eastern Hive Fleets. 998.M41

Appendix 2

REFERENCE

PROFILES

Key:

Unit Types: *Artillery=Ar, Beast=Be, Bike=Bk, Cavalry=Cv, Eldar Jetbike=Ejb, Flying Monstrous Creature=FMc, Infantry=In, Jet Pack unit=Jp, Jetbike=Jb, Jump unit=J, Monstrous Creature=Mc, Character=(ch)*

Vehicle Types: *Fast=F, Flyer=Fl, Heavy=Hv, Hover=H, Open-topped=O, Skimmer=S, Tank=Tk, Transport=T, Walker=W*

Other: An entry marked with a (*) indicates that it has additional rules. Consult the relevant codex for more information.

Codex: Black Templars

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Castellan	5	5	4	4	2	5	3	9	3+	In (ch)
Cenobyte Servitor	4	3	3	4	1	3	1	8	4+	In
Combat Servitor	4	3	3	3	1	3	1	8	4+	In
Emperor's Champion	6	4	4	4	2	5	2	10	2+	In (ch)
Gun Servitor	3	4	3	3	1	3	1	8	4+	In
Initiate	4	4	4	4	1	4	1	8	3+	In
Initiate Biker	4	4	4	5	1	4	1	8	3+	Bk
Marshal	5	5	4	4	3	5	3	10	3+	In (ch)
Master of Sanctity	5	5	4	4	3	5	3	10	3+	In (ch)
Neophyte	3	3	4	4	1	4	1	7	4+	In
Reclusiarch	5	5	4	4	2	5	3	9	3+	In (ch)
Sword Brethren	4	4	4	4	1	4	1	8	3+	In
Tech Servitor	3	3	3	3	1	3	1	8	5+	In

Codex: Blood Angels

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Blood Champion	5	4	4	4	1	4	2	9	3+	In (ch)
Death Company	5	4	4	4	1	4	2	8	3+	In
Honour Guard	4	4	4	4	1	4	2	9	3+	In
Reclusiarch	5	5	4	4	3	5	3	10	3+	In (ch)
Sanguinary Guard	4	4	4	4	1	4	2	10	2+	In, J
Sanguinary Novitiate	4	4	4	4	1	4	2	9	3+	In (ch)
Sanguinary Priest	5	4	4	4	1	4	2	9	3+	In (ch)

Codex: Blood Angels – Vehicles

				Armour						
Model	WS	BS	S	F	S	R	I	A	HP	Type
Baal Predator	-	4	-	13	11	10	-	-	3	F, Tk
Death Company Dreadnought	5	4	6	12	12	10	4	2	3	W
Furioso Dreadnought	6	4	6	13	12	10	4	2	3	W

Codex: Dark Angels

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Company Master	5	5	4	4	3	5	3	10	3+	In (ch)
Interrogator-Chaplain	5	5	4	4	3	5	3	10	3+	In (ch)
Ravenwing Biker	4	4	4	5	1	4	1	8	3+	Bk
Ravenwing Sergeant	4	4	4	5	1	4	2	9	3+	Bk (ch)
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	In (ch)

Codex: Grey Knights

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Arco-flagellant	5	1	5	3	1	3	4	8	-	In
Banisher	3	3	3	3	1	3	1	8	5+	In
Brotherhood Champion	7	4	4	4	1	5	*	10	2+	In (ch)
Brother-Captain	6	5	4	4	3	5	3	10	2+	In (ch)
Callidus Assassin	8	8	4	4	2	7	4	10	4+	In (ch)
Crusader	4	3	3	3	1	3	1	8	5+	In
Culexus Assassin	8	8	4	4	2	7	4	10	4+	In (ch)
Death Cult Assassin	5	3	4	3	1	6	2	8	5+	In
Daemonhost	3	3	4	4	1	3	1	8	-	In
Eversor Assassin	8	8	4	4	2	7	4	10	4+	In (ch)
Grand Master	6	6	4	4	3	5	3	10	2+	In (ch)
Grey Knight	4	4	4	4	1	4	1	8	3+	In
Inquisitor	4	4	3	3	3	4	3	10	4+	In (ch)
Inquisitorial Servitor	3	3	3	3	1	3	1	8	4+	In
Jokaero Weaponsmith	1	3	2	3	1	3	1	8	-	In
Justicar	4	4	4	4	1	4	2	9	3+	In (ch)
Knight of the Flame	4	4	4	4	1	4	2	9	3+	In (ch)
Mystic	3	3	3	3	1	3	1	8	5+	In
Nemesis Dreadknight	5	4	6	6	4	4	3	10	2+	Mc (ch)
Paladin	5	4	4	4	2	4	2	9	2+	In (ch)
Purifier	4	4	4	4	1	4	2	9	3+	In
Psyker	3	3	3	3	1	3	1	8	5+	In
Terminator Justicar	4	4	4	4	1	4	2	9	2+	In (ch)
Vindicare Assassin	8	8	4	4	2	7	4	10	4+	In (ch)
Warrior Acolyte	3	3	3	3	1	3	1	8	5+	In

Codex: Grey Knights – Vehicles

				Armour						
Model	WS	BS	S	F	S	R	I	A	HP	Type
Inquisitorial Chimera	-	3	-	12	10	10	-	-	3	Tk, T

Codex: Imperial Guard

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Astropath	3	4	3	3	1	3	1	7	5+	In (ch)
Bodyguard	4	4	3	3	1	3	2	7	5+	In
Commissar	4	4	3	3	1	3	2	9	5+	In (ch)
Company Commander	4	4	3	3	3	3	3	9	5+	In (ch)
Conscript	2	2	3	3	1	3	1	5	5+	In
Guardsman	3	3	3	3	1	3	1	7	5+	In
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+	In
Lord Commissar	5	5	3	3	3	3	3	10	5+	In (ch)
Master of Ordnance	3	4	3	3	1	3	1	7	5+	In (ch)
Ministorum Priest	3	3	3	3	1	3	2	7	5+	In (ch)
Ogryn	4	3	5	5	3	2	3	6	5+	In
Ogryn Bone 'ead	4	3	5	5	3	2	4	7	5+	In (ch)
Officer of the Fleet	3	4	3	3	1	3	1	7	5+	In (ch)
Overseer	3	3	3	3	1	3	2	9	5+	In (ch)
Penal Custodian	3	3	3	3	1	3	2	8	5+	In (ch)
Penal Legionnaire	3	3	3	3	1	3	1	8	5+	In
Platoon Commander	4	4	3	3	1	3	2	8	5+	In (ch)
Primaris Psyker	4	4	3	3	2	3	3	9	5+	In (ch)
Ratling	2	4	2	2	1	4	1	6	5+	In
Rough Rider	3	3	3	3	1	3	1	7	5+	Cv
Rough Rider Sergeant	3	3	3	3	1	3	2	8	5+	Cv (ch)
Sanctioned Psyker	2	3	2	3	1	3	1	9	5+	In
Sergeant	3	3	3	3	1	3	2	8	5+	In (ch)
Servitor	3	3	3	3	1	3	1	8	4+	In
Storm Trooper	3	4	3	3	1	3	1	7	4+	In
Storm Trooper Sergeant	3	4	3	3	1	3	2	8	4+	In (ch)
Tech-Priest Enginseer	3	3	3	3	1	3	1	8	3+	In (ch)
Veteran	3	4	3	3	1	3	1	7	5+	In
Veteran Sergeant	3	4	3	3	1	3	2	8	5+	In (ch)
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+	In

Codex: Imperial Guard – Vehicles

				Armour					
Model	WS	BS	S	F	S	R	I	A	HP	Type
Armoured Sentinel	3	3	5	12	10	10	3	1	2	W
Bane Wolf/Devil Dog/ Hellhound	-	3	-	12	12	10	-	-	3	F, Tk
Basilisk/Colossus/ Griffon/Medusa	-	3	-	12	10	10	-	-	3	O, Tk
Chimera	-	3	-	12	10	10	-	-	3	Tk, T
Deathstrike	-	3	-	12	12	10	-	-	3	Tk
Hydra	-	3	-	12	10	10	-	-	3	Tk
Leman Russ Battle Tank	-	3	-	14	13	10	-	-	3	Tk
Leman Russ Demolisher, Executioner, Punisher	-	3	-	14	13	11	-	-	3	Tk
Leman Russ Eradicator, Exterminator,Vanquisher	-	3	-	14	13	10	-	-	3	Tk
Manticore	-	3	-	12	10	10	-	-	3	Tk
Scout Sentinel	3	3	5	10	10	10	3	1	2	O, W
Valkyrie/Vendetta	-	3	-	12	12	10	-	-	3	Fl, H, T

Codex: Sisters of Battle

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Arco-flagellant	5	3	5	3	1	3	4	8	-	In
Battle Sister	3	4	3	3	1	3	1	8	3+	In
Canoness	5	5	3	3	3	4	3	10	3+	In (ch)
Celestian	4	4	3	3	1	3	2	9	3+	In
Celestian Superior	4	4	3	3	1	3	2	9	3+	In (ch)
Confessor	5	5	3	3	3	4	3	10	5+	In (ch)
Crusader	4	3	3	3	1	3	1	8	5+	In
Death Cult Assassin	5	3	4	3	1	6	2	8	5+	In
Dialogus	3	4	3	3	1	3	1	9	3+	In
Dominion	3	4	3	3	1	3	1	8	3+	In
Dominion Superior	3	4	3	3	1	3	2	9	3+	In (ch)
Ecclesiarchy Preacher	3	3	3	3	1	4	2	7	5+	In (ch)
Hospitaler	3	4	3	3	1	3	1	9	3+	In
Mistress of Repentance	4	4	3	3	1	3	2	9	3+	In (ch)
Retributor	3	4	3	3	1	3	1	8	3+	In
Retributor Superior	3	4	3	3	1	3	2	9	3+	In (ch)
Seraphim	4	4	3	3	1	3	1	8	3+	In, J
Seraphim Superior	4	4	3	3	1	3	2	9	3+	In (ch), J
Sister Repentia	4	4	3	3	1	3	2	8	-	In
Sister Superior	3	4	3	3	1	3	2	9	3+	In (ch)

Codex: Sisters of Battle – Vehicles

				Armour						
Model	WS	BS	S	F	S	R	I	A	HP	Type
Exorcist	-	4	-	13	11	10	-	-	3	Tk
Immolator	-	4	-	11	11	10	-	-	3	Tk, T
Penitent Engine	4	2	5(10)	11	11	10	3	D6+1	3	O, W

Space Marines

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Apothecary	4	4	4	4	1	4	2	9	3+	In (ch)
Attack Bike	4	4	4	5	2	4	2	8	3+	Bk
Biker Sergeant	4	4	4	5	1	4	2	9	3+	Bk (ch)
Captain	6	5	4	4	3	5	3	10	3+	In (ch)
Chaplain	5	4	4	4	2	4	2	10	3+	In (ch)
Chapter Champion	5	4	4	4	1	4	3	10	2+	In (ch)
Chapter Master	6	5	4	4	3	5	3	10	3+	In (ch)
Company Champion	5	4	4	4	1	4	2	9	3+	In (ch)
Damned Legionnaire	4	4	4	4	1	4	2	10	3+	In
Damned Sergeant	5	4	4	4	1	4	2	10	3+	In (ch)
Honour Guard	4	4	4	4	1	4	2	10	2+	In
Librarian	5	4	4	4	2	4	2	10	3+	In (ch)
Master of the Forge	4	5	4	4	2	4	2	10	2+	In (ch)
Scout	3	3	4	4	1	4	1	8	4+	In
Scout Biker	3	3	4	5	1	4	1	8	4+	Bk
Scout Biker Sergeant	4	4	4	5	1	4	2	9	4+	Bk (ch)
Scout Sergeant	4	4	4	4	1	4	2	9	4+	In (ch)
Servitor	3	3	3	3	1	3	1	8	4+	In
Space Marine	4	4	4	4	1	4	1	8	3+	In
Space Marine Biker	4	4	4	5	1	4	1	8	3+	Bk
Space Marine Sergeant	4	4	4	4	1	4	2	9	3+	In (ch)
Techmarine	4	4	4	4	1	4	1	8	2+	In
Terminator	4	4	4	4	1	4	2	9	2+	In
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	In (ch)
Veteran	4	4	4	4	1	4	2	9	3+	In

Space Marine – Vehicles

				Armour						
Model	WS	BS	S	F	S	R	I	A	HP	Type
Dreadnought	4	4	6	12	12	10	4	2	3	W
Drop Pod	-	4	-	12	12	12	-	-	3	O, T
Ironclad Dreadnought	4	4	6	13	13	10	4	2(3)	3	W
Land Raider	-	4	-	14	14	14	-	-	4	Tk, T
Land Speeder	-	4	-	10	10	10	-	-	2	F, S
Land Speeder Storm	-	3	-	10	10	10	-	-	2	F, O, S, T
Predator	-	4	-	13	11	10	-	-	3	Tk
Razorback/Rhino	-	4	-	11	11	10	-	-	3	Tk, T
Stormraven Gunship	-	4	-	12	12	12	-	-	3	Fl, H, T
Stormtalon Gunship	-	4	-	11	11	11	-	-	2	Fl
Venerable Dreadnought	5	5	6	12	12	10	4	2	3	W
Vindicator	-	4	-	13	11	10	-	-	3	Tk
Whirlwind	-	4	-	11	11	10	-	-	3	Tk

Codex: Space Wolves

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Battle Leader	5	5	4	4	2	5	3	9	3+	In (ch)
Blood Claw	3	3	4	4	1	4	1	8	3+	In
Cyberwolf	4	0	4	5	1	4	3	6	4+	Be
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+	Be
Grey Hunter	4	4	4	4	1	4	1	8	3+	In
Iron Priest	4	4	4	4	1	4	2	8	2+	In (ch)
Lone Wolf	5	4	4	4	2	4	2	8	3+	In (ch)
Long Fang	4	4	4	4	1	4	1	9	3+	In
Rune Priest	5	4	4	4	2	4	2	10	3+	In (ch)
Skyclaw	3	3	4	4	1	4	1	8	3+	In, J
Squad Leader	4	4	4	4	1	4	2	9	3+	In (ch)
Swiftclaw Biker	3	3	4	5	1	4	1	8	3+	Bk
Swiftclaw Attack Bike	3	3	4	5	2	4	2	8	3+	Bk
Thrall-servitor	3	3	3	3	1	3	1	8	4+	In
Thunderwolf Cavalry	4	4	5	5	2	4	4	8	3+	Cv
Wolf Guard	4	4	4	4	1	4	2	9	3+	In (ch)
Wolf Lord	6	5	4	4	3	5	4	10	3+	In (ch)
Wolf Priest	5	4	4	4	2	4	2	10	3+	In (ch)
Wolf Scout	4	4	4	4	1	4	1	8	4+	In

Codex: Chaos Daemons

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Beast of Nurgle	3	0	4	5	2	2	D6	10	5+	In
Bloodletter of Khorne	5	0	4	4	1	4	2	10	5+	In
Bloodcrusher of Khorne	5	0	5	5	2	4	3	10	5+	In
Bloodthirster	10	4	7	6	4	5	5	10	4+	FMc (ch)
Chaos Spawn	3	0	5	5	3	3	D6	10	-	Be
Daemon Prince	7	5	5	5	4	5	4	10	5+	Mc (ch)
Daemonette of Slaanesh	4	0	3	3	1	6	3	10	5+	In
Herald on										
Disc of Tzeentch	2	4	3	3	2	4	3	10	4+	In, J (ch)
Juggernaut	6	3	5	5	3	5	4	10	5+	In (ch)
Mount of Slaanesh	5	3	3	3	2	7	5	10	5+	Cv (ch)
Palanquin of Nurgle	4	3	4	5	3	3	3	10	5+	In (ch)
Fiend of Slaanesh	4	0	5	4	2	5	5	10	5+	Be
Flamer of Tzeentch	2	4	4	4	1	3	2	10	4+	In, J
Flesh Hound of Khorne	4	0	4	4	1	4	2	10	5+	Be
Fury of Chaos	3	0	4	4	1	3	2	10	5+	In, J
Great Unclean One	6	4	6	6	5	2	4	10	4+	Mc (ch)
Herald of Khorne	6	3	4	4	2	5	3	10	5+	In (ch)
Herald of Nurgle	4	3	4	5	2	3	2	10	5+	In (ch)
Herald of Slaanesh	5	3	3	3	2	7	4	10	5+	In (ch)

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Herald of Tzeentch	2	4	3	3	2	4	2	10	4+	In (ch)
Keeper of Secrets	8	4	6	6	4	10	6	10	4+	Mc (ch)
Lord of Change	5	5	6	6	4	5	3	10	3+	FMc (ch)
Nurglings	2	0	3	3	3	2	3	10	5+	In
Pink Horror of Tzeentch	2	3	3	3	1	3	1	10	4+	In
Plaguebearer of Nurgle	3	0	4	5	1	2	1	10	5+	In
Screamer of Tzeentch	3	0	4	4	1	3	1	10	4+	Jb
Seeker of Slaanesh	4	0	3	3	1	6	4	10	5+	Cv

Codex: Chaos Daemons – Vehicles

				Armour						
Model	WS	BS	S	F	S	R	I	A	HP	Type
Soul Grinder	3	3	6	13	13	11	3	4	4	W

Codex: Chaos Space Marines

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Aspiring Champion	4	4	4	4	1	4	2	10	3+	In (ch)
Aspiring Sorcerer	4	4	4	4	1	4	2	10	3+	In (ch)
Biker Champion	4	4	4	5	1	4	2	10	3+	Bk (ch)
Chaos Biker	4	4	4	5	1	4	1	9	3+	Bk
Chaos Havoc	4	4	4	4	1	4	1	9	3+	In
Chaos Lord	6	5	4	4	3	5	3	10	3+	In (ch)
Chaos Raptor	4	4	4	4	1	4	1	9	3+	In, J
Chaos Sorcerer	5	5	4	4	3	5	3	10	3+	In (ch)
Chaos Space Marine	4	4	4	4	1	4	1	9	3+	In
Chaos Spawn	3	0	5	5	3	3	D6	10	-	Be
Chaos Terminator	4	4	4	4	1	4	2	10	2+	In
Chosen	4	4	4	4	1	4	1	10	3+	In
Daemon Prince	7	5	6	5	4	5	4	10	3+	Mc (ch)
Khorne Berzerker	5	4	4	4	1	4	2	9	3+	In
Noise Champion	4	4	4	4	1	5	2	10	3+	In (ch)
Noise Marine	4	4	4	4	1	5	1	9	3+	In
Obliterator	4	4	4	4	2	4	2	9	2+	In
Plague Champion	4	4	4	5	1	3	2	10	3+	In (ch)
Plague Marine	4	4	4	5	1	3	1	9	3+	In
Possessed	4	4	5	4	1	4	2	10	3+	In
Possessed Champion	4	4	5	4	1	4	3	10	3+	In (ch)
Skull Champion	5	4	4	4	1	4	3	10	3+	In (ch)
Terminator Champion	4	4	4	4	1	4	3	10	2+	In (ch)
Thousand Son	4	4	4	4	1	4	1	9	3+	In

Codex: Chaos Space Marines – Vehicles

				Armour						
Model	WS	BS	S	F	S	R	I	A	HP	Type
Chaos Dreadnought	4	4	6	12	12	10	4	3	3	W
Chaos Land Raider	-	4	-	14	14	14	-	-	4	Tk, T
Chaos Predator	-	4	-	13	11	10	-	-	3	Tk
Chaos Rhino	-	4	-	11	11	10	-	-	3	Tk, T
Chaos Vindicator	-	4	-	13	11	10	-	-	3	Tk
Defiler	3	3	6	12	12	10	3	3	4	W

Codex: Dark Eldar

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Aberration	4	1	5	5	3	4	4	4	6+	In (ch)
Acothyst	4	4	3	4	1	4	2	9	6+	In (ch)
Archon	7	7	3	3	3	7	4	10	5+	In (ch)
Arena Champion	4	4	3	4	1	6	2	9	5+	Ejb (ch)
Beastmaster	4	4	3	3	1	6	1	8	5+	Be (ch)
Clawed Fiend	4	0	5	5	4	5	4	5	6+	Be
Cronos Parasite Engine	3	3	5	7	3	4	2	10	3+	Mc
Dracon	4	4	3	3	1	5	3	9	5+	In (ch)
Grotesque	4	1	5	5	3	4	3	3	6+	In
Haemonculus Ancient	5	5	3	4	3	5	3	9	6+	In (ch)
Haemonculus	4	4	3	4	2	4	2	8	6+	In (ch)
Hekatrix	4	4	3	3	1	6	2	9	6+	In (ch)
Hekatrix Bloodbride	4	4	3	3	1	6	2	9	6+	In
Helliarch	4	4	3	3	1	6	2	9	5+	In, J (ch)
Hellion	4	4	3	3	1	6	1	8	5+	In, J
Incubus	5	4	3	3	1	5	2	8	3+	In
Kabalite Trueborn	4	4	3	3	1	5	2	9	5+	In
Kabalite Warrior	4	4	3	3	1	5	1	8	5+	In
Khymera	4	0	4	3	1	6	3	5	6+	Be
Klaivex	6	5	3	3	1	6	3	9	3+	In (ch)
Lhamaean	4	4	3	3	1	5	1	9	5+	In
Mandrake	4	4	4	3	1	5	2	8	-	In
Medusae	4	4	3	3	1	5	1	9	5+	In
Nightfiend	4	4	4	3	1	5	3	9	-	In (ch)
Razorwing Flock	4	0	3	3	5	5	5	5	6+	Be
Reaver	4	4	3	4	1	6	1	8	5+	Ejb
Scourge	4	4	3	3	1	5	1	8	4+	In, J
Solarite	4	4	3	3	1	5	2	9	4+	In, J (ch)
Sslyth	4	4	5	5	2	4	3	3	5+	In
Succubus	8	6	3	3	3	8	4	9	6+	In (ch)
Sybarite	4	4	3	3	1	5	2	9	5+	In (ch)
Syren	4	4	3	3	1	6	3	9	6+	In (ch)
Talos Pain Engine	5	3	7	7	3	4	D6	10	3+	Mc
Ur-ghul	4	0	4	3	1	5	3	3	-	In
Wrack	4	4	3	4	1	4	1	8	6+	In
Wych	4	4	3	3	1	6	1	8	6+	In

Codex: Dark Eldar – Vehicles

				Armour						
Model	WS	BS	S	F	S	R	I	A	HP	Type
Raider	-	4	-	10	10	10	-	-	3	F, O, S, T
Ravager	-	4	-	11	11	10	-	-	3	F, O, S
Razorwing Jetfighter	-	4	-	10	10	10	-	-	3	Fl
Venom	-	4	-	10	10	10	-	-	2	F, O, S, T
Voidraven Bomber	-	4	-	11	11	10	-	-	3	Fl

Harlequins

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Death Jester	5	4	3	3	1	6	2	9	-	In (ch)
Harlequin	5	4	3	3	1	6	2	9	-	In
Shadowseer	5	4	3	3	1	6	2	9	-	In (ch)
Troupe Master	5	4	3	3	1	6	3	10	-	In (ch)

Codex: Eldar

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Autarch	6	6	3	3	3	6	3	10	3+	In (ch)
Avatar of Khaine	10	5	6	6	4	6	4	10	3+	Mc (ch)
Dark Reaper	4	4	3	3	1	5	1	9	3+	In
Dire Avenger	4	4	3	3	1	5	1	9	4+	In
Exarch	5	5	3	3	1	6	2	9	3+	In (ch)
Farseer	5	5	3	3	3	5	1	10	-	In (ch)
Fire Dragon	4	4	3	3	1	5	1	9	4+	In
Guardian	3	3	3	3	1	4	1	8	5+	In
Guardian Jetbike	3	3	3	4	1	4	1	8	3+	Ejb
Howling Banshee	4	4	3	3	1	5	1	9	4+	In
Phoenix Lord	7	7	4	4	3	7	4	10	2+	In (ch)
Ranger	3	4	3	3	1	4	1	8	5+	In
Shining Spear	4	4	3	4	1	5	1	9	3+	Ejb
Shining Spear Exarch	5	5	3	4	1	6	2	9	3+	Ejb (ch)
Striking Scorpion	4	4	3	3	1	5	1	9	3+	In
Swooping Hawk	4	4	3	3	1	5	1	9	4+	In, J
Warlock	4	4	3	3	1	4	1	8	-	In (ch)
Warp Spider	4	4	3	3	1	5	1	9	3+	In, J
Wraithguard	4	4	5	6	1	4	1	10	3+	In
Wraithlord	4	4	10	8	3	4	2	10	3+	Mc (ch)

Codex: Eldar - Vehicles

				Armour						
Model	WS	BS	S	F	S	R	I	A	HP	Type
Falcon	-	3	-	12	12	10	-	-	3	F, S, Tk, T
Fire Prism	-	4	-	12	12	10	-	-	3	F, S, Tk
Night Spinner	-	3	-	12	12	10	-	-	3	F, S, Tk, T
Vyper	-	3	-	10	10	10	-	-	2	F, O, S
War Walker	3	3	5	10	10	10	4	2	2	W
Wave Serpent	-	3	-	12	12	10	-	-	3	F, S, Tk, T

Codex: Necrons

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Canoptek Scarabs	2	2	3	3	3	2	4	10	5+	Be
Canoptek Spyder	3	3	6	6	3	2	2	10	3+	Mc
Canoptek Wraith	4	4	6	4	2	2	3	10	3+	In, J
Cryptek	4	4	4	4	1	2	1	10	4+	In (ch)
C'tan Shard	5	5	7	7	4	4	4	10	4+	Mc (ch)
Deathmark	4	4	4	4	1	2	1	10	3+	In
Destroyer Lord	4	4	5	6	3	2	3	10	3+	In (ch), J
Flayed Ones	4	1	4	4	1	2	3	10	4+	In
Heavy Destroyer	4	4	4	5	1	2	1	10	3+	In, J
Lychguard	4	4	5	5	1	2	2	10	3+	In
Necron Destroyer	4	4	4	5	1	2	1	10	3+	In, J
Necron Immortal	4	4	4	4	1	2	1	10	3+	In
Necron Lord	4	4	5	5	1	2	2	10	3+	In (ch)
Necron Overlord	4	4	5	5	3	2	3	10	3+	In (ch)
Necron Warrior	4	4	4	4	1	2	1	10	4+	In
Tomb Blade	4	4	4	5	1	2	1	10	4+	Jb
Triarch Praetorian	4	4	5	5	1	2	1	10	3+	In, J

Codex: Necrons – Vehicles

				Armour						
Model	WS	BS	S	F	S	R	I	A	HP	Type
Annihilation Barge	-	4	-	11	11	11	-	-	3	O, S
Catacomb Command Barge	-	4	-	11	11	11	-	-	3	F, O, S, T
Doom Scythe	-	4	-	11	11	11	-	-	3	Fl
Doomsday Ark	-	4	-	11	11	11	-	-	4	O, S
Ghost Ark	-	4	-	11	11	11	-	-	4	O, S, T
Monolith	-	4	-	14	14	14	-	-	4	Hv, S, Tk
Night Scythe	-	4	-	11	11	11	-	-	3	Fl, T
Triarch Stalker	4	4	7	11	11	11	2	3	3	O, W

Codex: Orks

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
'Ard Boy	4	2	3	4	1	2	2	7	4+	In
'Ard Boy Nob	4	2	4	4	2	3	3	7	4+	In (ch)
Big Gun	-	3	-	7	2	-	-	-	3+	Ar
Big Mek	4	2	4	4	2	3	3	8	6+	In (ch)
Burna Boy	4	2	3	4	1	2	2	7	6+	In
Deffkopta	4	2	3	5	2	2	2	7	4+	Jb
Flash Git	4	2	4	4	2	3	3	7	4+	In
Gretchin	2	3	2	2	1	2	1	5	-	In
Kommando	4	2	3	4	1	2	2	7	6+	In
Loota	4	2	3	4	1	2	2	7	6+	In
Meganob	4	2	4	4	2	3	3	7	2+	In
Mekboy	4	2	3	4	1	2	2	7	6+	In (ch)
Nob	4	2	4	4	2	3	3	7	6+	In (ch)
Ork Boy	4	2	3	4	1	2	2	7	6+	In
Painboy	4	2	4	4	2	3	3	7	6+	In (ch)
Runtherd	4	2	3	4	1	2	2	7	6+	In (ch)
Stormboy	4	2	3	4	1	2	2	7	6+	In, J
Tankbusta	4	2	3	4	1	2	2	7	6+	In
Warbiker	4	2	3	5	1	2	2	7	4+	Bk
Warbiker Nob	4	2	4	5	2	3	3	7	4+	Bk (ch)
Warboss	5	2	5	5	3	4	4	9	6+	In (ch)
Weird Boy	4	2	4	4	2	3	3	7	6+	In (ch)

Codex: Orks – Vehicles

				Armour						
Model	WS	BS	S	F	S	R	I	A	HP	Type
Battlewagon	-	2	-	14	12	10	-	-	4	O, Tk, T
Blitza-bommer, Burna-bommer, Dakkajet	-	2	-	10	10	10	-	-	3	Fl
Deff Dread	4	2	5	12	12	10	2	3	3	W
Killa Kan	2	3	5	11	11	10	2	2	2	W
Looted Wagon	-	2	-	11	11	10	-	-	3	O, Tk, T
Trukk	-	2	-	10	10	10	-	-	3	F, O, T
Warbuggy, Wartrakk, Skorcha	-	2	-	10	10	10	-	-	2	F, O

Codex: Tau Empire

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Broadside Shas'ui	2	3	5	4	2	2	2	8	2+	In
Broadside Shas'vre	3	3	5	4	2	3	2	8	2+	In (ch)
Crisis Shas'el	3	4	5	4	3	3	3	9	3+	In (ch), Jp
Crisis Shas'o	4	5	5	4	4	3	4	10	3+	In (ch), Jp
Crisis Shas'ui	2	3	5	4	2	2	2	8	3+	In, Jp
Crisis Shas'vre	3	3	5	4	2	3	2	8	3+	In (ch), Jp
Ethereal	4	3	3	3	2	3	3	10	-	In (ch)
Fire Warrior Shas'la	2	3	3	3	1	2	1	7	4+	In
Fire Warrior Shas'ui	2	3	3	3	1	2	2	8	4+	In (ch)
Gun Drone	2	2	3	3	1	4	1	*	4+	*
Kroot	4	3	4	3	1	3	1	7	-	In
Kroot Hound	4	-	4	3	1	5	2	7	-	In
Krootox Rider	4	3	6	3	3	3	3	7	-	In
Marker Drone	2	3	3	3	1	4	1	*	4+	*
Pathfinder Shas'la	2	3	3	3	1	2	1	7	4+	In
Pathfinder Shas'ui	2	3	3	3	1	2	2	8	4+	In (ch)
Shaper	4	3	4	3	3	3	3	8	6+	In (ch)
Shield Drone	2	2	3	*	1	4	1	*	*	*
Sniper Drone	2	3	3	3	1	4	1	7	4+	*
Spotter	2	4	3	3	1	2	1	8	4+	In
Stealth Shas'ui	2	3	4	3	1	2	2	8	3+	In, Jp
Stealth Shas'vre	3	3	4	3	1	3	2	8	3+	In, Jp (ch)
Strain Leader	3	3	3	4	1	5	1	9	5+	In, J (ch)
Vespid Stingwing	3	3	3	4	1	5	1	6	5+	In, J

Codex: Tau Empire – Vehicles

				Armour						
Model	WS	BS	S	F	S	R	I	A	HP	Type
Devilfish Troop Carrier	-	3	-	12	11	10	-	-	3	S, Tk, T
Hammerhead Gunship	-	4	-	13	12	10	-	-	3	S, Tk
Piranha Light Skimmer	-	3	-	11	10	10	-	-	2	F, O, S
Sky Ray Missile Defence Gunship	-	3	-	13	12	10	-	-	3	S, Tk

Codex: Tyranids

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Biovore	3	3	4	4	2	1	1	6	4+	In
Broodlord	7	0	5	5	3	7	4	10	4+	In (ch)
Carnifex	3	3	9	6	4	1	4	7	3+	Mc
Gargoyle	3	3	3	3	1	4	1	6	6+	In, J
Genestealer	6	0	4	4	1	6	2	10	5+	In
Harpy	3	3	5	5	4	5	2	10	4+	FMc
Hive Guard	4	4	5	6	2	2	2	7	4+	In
Hive Tyrant	8	3	6	6	4	5	4	10	3+	Mc (ch)
Hormagaunt	3	3	3	3	1	5	2	6	6+	In
Lictor	6	3	6	4	3	6	3	10	5+	In
Mawloc	3	0	6	6	6	4	3	8	3+	Mc
Mycetic Spore	2	2	6	4	3	1	3	5	4+	Mc
Pyrovore	3	3	4	4	2	1	1	6	4+	In
Ravener	5	3	4	4	3	5	4	6	5+	Be
Ripper Swarm	2	2	3	3	3	2	4	5	6+	In
Sky-slasher Swarm	2	2	3	3	3	2	4	5	6+	In, J
Spore Mine	-	-	1	1	1	1	-	1	-	In
Termagant	3	3	3	3	1	4	1	6	6+	In
Tervigon	3	3	5	6	6	1	3	10	3+	Mc (ch)
Trygon	5	3	6	6	6	4	6	8	3+	Mc
Tyranid Warrior	5	3	4	4	3	4	3	10	4+	In
Tyranid Shrike	5	3	4	4	3	4	3	10	5+	In, J
Tyrant Guard	5	3	5	6	2	4	3	7	3+	In
Tyrannofex	3	3	6	6	6	1	3	8	2+	Mc
Venomthrope	3	4	4	4	2	3	2	6	5+	In
Zoanthrope	3	4	4	4	2	3	1	10	5+	In

WEAPONS

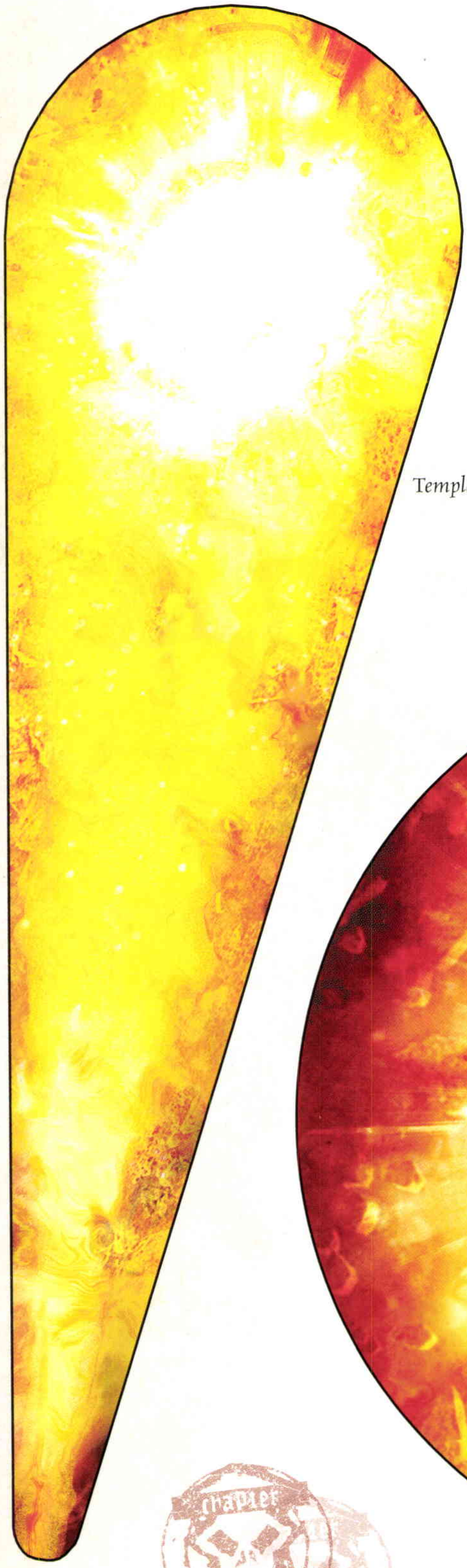
Weapon	Range	S	AP	Type
Airbursting fragmentation projector	18"	4	5	Assault 1, Barrage Large Blast, Ignores Cover
Angelus boltgun	12"	4	4	Assault 2
Animus speculum	12"	5	1	Assault 2*
Assault cannon	24"	6	4	Heavy 4, Rending
Assault grenade	8"	3	-	Assault 1, Blast
Ad. Astartes grenade launcher				
Frag	24"	3	6	Rapid Fire, Blast
Krak	24"	6	4	Rapid Fire
Autocannon	48"	7	4	Heavy 2
Auxiliary grenade launcher				
Frag	12"	3	6	Assault 1, Blast
Krak	12"	6	4	Assault 1
Avenger shuriken catapult	18"	4	5	Assault 2
Barbed strangler	36"	4	5	Assault 1, Large Blast, Pinning
Battle cannon	72"	8	3	Ordnance 1, Large Blast
Blast pistol	6"	8	2	Pistol, Lance
Blaster	18"	8	2	Assault 1, Lance
Blastmaster				
Single frequency	48"	8	3	Heavy 1, Blast, Pinning
Varied frequency	36"	5	4	Assault 2, Pinning
Bloodstrike missile	72"	8	1	Heavy 1, One Use Only
Bolt of Tzeentch	24"	8	1	Assault 1
Boltgun	24"	4	5	Rapid Fire
Bolt pistol	12"	4	5	Pistol
Boomgun	36"	8	3	Ordnance 1, Large Blast
Breath of chaos	Template	*	1	Assault 1, Poison (4+)
Bright lance	36"	8	2	Heavy 1, Lance
Burna	Template	4	5	Assault 1
Burst cannon	18"	5	5	Assault 3
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Chainsword	-	User	-	Melee
Chem cannon	Template	1	3	Heavy 1, Poisoned (2+)*
Close combat weapon	-	User	-	Melee
Cluster spines	18"	5	-	Assault 1, Large Blast
Colossus siege mortar	24-240"	6	3	Ordnance 1, Barrage, Large Blast*
Cyclic ion blaster	18"	3	4	Assault 5
Cyclone missile launcher				
Frag	48"	4	6	Heavy 2, Blast
Krak	48"	8	3	Heavy 2
D-cannon	24"	X*	2	Heavy 1, Blast, Barrage
Dakkagun	18"	5	5	Assault 3
Dark lance	36"	8	2	Heavy 1, Lance
Death ray	12"	10	1	Heavy 1
Death spinner	12"	6	-	Assault 2
Death strike	12"	7	2	Assault 1
Deathspitter	18"	5	5	Assault 3
Deathstrike missile	12"-Infinite	10	1	Ordnance 1, Barrage, D3+3" Blast, One Use Only*
Deathwind launcher	12"	5	-	Heavy 1, Large Blast
Deffgun	48"	7	4	Heavy D3
Demolisher siege cannon	24"	10	2	Ordnance 1, Large Blast
Demolition charge	6"	8	2	Assault 1, Large Blast, One Use Only
Devourer	18"	4	-	Assault 3*
Disintegrator cannon	36"	5	2	Heavy 3
Doomsday cannon				
Combat speed	24"	7	4	Heavy 1, Blast
Stationary	72"	9	1	Heavy 1, Large Blast
Doom siren	Template	5	3	Assault 1
Dragon's breath flamer	Template	5	4	Assault 1
Dreadnought close combat weapon	-	x2	2	Melee
Earthshaker cannon	36-240"	9	3	Ordnance 1, Barrage, Large Blast
Eldar missile launcher				
Krak	48"	8	3	Heavy 1
Plasma	48"	4	4	Heavy 1, Blast, Pinning
Eradicator nova cannon	36"	6	4	Heavy 1, Large Blast*
Eternity gate				
Portal of exile	D6"	X	-	Heavy 1, Special
Eviscerator	-	x2	2	Melee, Armourbane, Two-handed, Unwieldy
Exarch deathspinner	12"	6	-	Assault 4
Executioner pistol	12"	4	2	Pistol, Poisoned (2+)
Executioner plasma cannon	36"	7	2	Heavy 3, Blast,
Exitus pistol	12"	X	1	Pistol, Sniper
Exitus rifle	36"	X	1	Heavy 1, Sniper
Exorcist missile launcher	48"	8	1	Heavy D6
Exterminator autocannon	48"	7	4	Heavy 4, Twin-linked
Firepike	18"	8	1	Assault 1, Melta
Flamer	Template	4	5	Assault 1
Flamespurt	Template	5	4	Assault 1*
Flamestorm cannon	Template	6	3	Heavy 1
Flesh hooks	6"	6	-	Assault 2, Rending
Fleshborer	12"	4	5	Assault 1
Fleshborer hive	12"	4	5	Assault 20
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force
Force sword	-	User	3	Melee, Force
Frag cannon	Template	6	-	Assault 2, Rending
Frag grenade	8"	3	-	Assault 1, Blast
Fusion blaster	12"	8	1	Assault 1, Melta
Fusion gun	12"	8	1	Assault 1, Melta
Fusion pistol	6"	8	1	Pistol, Melta
Gatling psilencer	24"	4*	-	Heavy 12
Gauntlet of fire	Template	4	5	Assault 1
Gauss blaster	24"	5	4	Rapid Fire, Gauss
Gauss cannon	24"	5	3	Assault 2, Gauss
Gauss flayer	24"	4	5	Rapid Fire, Gauss
Gauss flux arc	24"	4	5	Heavy 3*, Gauss
Grenade launcher				
Frag	24"	3	6	Assault 1, Blast
Krak	24"	6	4	Assault 1
Griffon heavy mortar	12-48"	6	4	Ordnance 1, Barrage, Large Blast*

Weapon	Range	S	AP	Type
Grot blasta	12"	3	-	Assault 1
Grotzooka	18"	6	5	Heavy 2, Blast
Hand flamer	Template	3	6	Pistol
Harvester	24"	4	5	Assault 6
Havoc launcher	48"	5	5	Heavy 1, Blast, Twin-linked
Hawk's Talon	24"	5	5	Assault 3
Haywire blaster	24"	4	4	Assault 1, Haywire
Haywire grenade	8"	2	-	Assault 1, Haywire
Haywire grenade	-	2	-	Haywire
Heat lance	18"	6	1	Assault 1, Lance, Melta
Heat ray				
Dispersed	Template	5	4	Heavy 1
Focussed	24"	8	1	Heavy 2, Melta
Heavy bolter	36"	5	4	Heavy 3
Heavy chainsword	-	+2	5	Melee, Two-handed
Heavy flamer	Template	5	4	Assault 1
Heavy gauss cannon	36"	9	2	Assault 1, Gauss
Heavy incinerator	Template*	6	4	Heavy 1
Heavy psycannon	24"	7	4	Heavy 1, Large Blast, Rending
Heavy stubber	36"	4	6	Heavy 3
Heavy venom cannon	36"	9	4	Assault 1, Blast*
Hellfury missiles	72"	4	5	Heavy 1, Large Blast, One Use Only*
Hellstrike missiles	72"	8	3	Ordnance 1, One Use Only
Hexrifle	36"	X	4	Assault 1, Sniper
Hot-shot lasgun	18"	3	3	Rapid Fire
Hot-shot laspistol	6"	3	3	Pistol
Hunter-killer missile	Infinite	8	3	Heavy 1
Hydra autocannon	72"	7	4	Heavy 2, Skyfire
Impaler cannon	24"	8	4	Assault 2*
Implosion missile	48"	*	2	Assault 1, Blast, One Use Only
Incinerator	Template	6	4	Assault 1
Inferno cannon	Template*	6	4	Heavy 1
Inferno / Infernus pistol	6"	8	1	Pistol, Melta
Ion cannon	60"	7	3	Heavy 3
Kannon				
Frag	36"	4	5	Heavy 1, Blast
Shell	36"	8	3	Heavy 1
Killkannon	24"	7	3	Ordnance 1, Large Blast
Krak grenade	8"	6	4	Assault 1
Kroot gun	48"	7	4	Rapid Fire
Kroot rifle	24"	4	6	Rapid Fire
Kustom mega-blasta	24"	8	2	Assault 1, Gets Hot
Lasblaster	24"	3	5	Assault 2
Lascannon	48"	9	2	Heavy 1
Laser lance	6"	6	4	Assault 1, Lance
Lasgun	24"	3	-	Rapid Fire
Laspistol	12"	3	-	Pistol
Lightning claw	-	User	3	Melee, Shred Specialist Weapon
Liquifier gun	Template	4	D6	Assault 1
Lobba	48"	5	5	Heavy 1, Barrage, Blast
Magna-grapple	12"	8	2	Heavy 1, Grapple
Markerlight	36"	-	-	Heavy 1*
Mawcannon				
Phlegm	36"	8	3	Assault 1, Large Blast
Tongue	24"	10	1	Assault 1
Vomit	Template	6	4	Assault 1
Medusa siege cannon	36"	10	2	Ordnance 1, Large Blast
Melta bomb	-	8	1	Armourbane Unwieldy

Weapon	Range	S	AP	Type
Melta cannon	24"	8	1	Heavy 1, Melta, Blast
Meltagun	12"	8	1	Assault 1, Melta
Mindstrike missile	72"	4	5	Heavy 1, Blast, One Use Only, Psy-shock*
Missile launcher				
Frag missile	48"	4	6	Heavy 1, Blast
Krak missile	48"	8	3	Heavy 1
Flakk missile	48"	7	4	Heavy 1, Skyfire
Missile pod	36"	7	4	Assault 2
Monoscythe missile	48"	6	5	Assault 1, Large Blast, One Use Only
Mortar	48"	4	6	Heavy 1, Blast, Barrage
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1, Melta
Multiple rocket pod	24"	4	6	Heavy 1, Large Blast
Necrotoxin missile	48"	X	5	Assault 1, Large Blast, Poisoned (2+), Pinning, One Use Only
Needle pistol	12"	3*	2	Pistol
Neural shredder	Template	8*	1	Pistol
Orbital bombardment	X	10	1	Ordnance 1, Barrage
Particle beamer	24"	6	5	Heavy 1, Blast
Particle caster	12"	6	5	Pistol
Particle shredder	24"	7	4	Heavy 1, Large Blast
Particle whip	24"	8	3	Ordnance 1, Large Blast
Plasma pistol	12"	7	2	Pistol, Gets Hot
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Plasma grenade	8"	4	4	Assault 1, Blast
Plasma grenade	-	4	4	-
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma rifle	24"	6	2	Rapid Fire
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Specialist Weapon Unwieldy
Power klaw	-	x2	2	Melee, Specialist Weapon Unwieldy
Power lance	-	+1/User*	3/4*	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	User	3	Melee
Prism cannon				
Dispersed	60"	5	4	Heavy 1, Large Blast
Focussed	60"	9	2	Heavy 1, Blast
Psilencer	24"	4*	-	Heavy 6
Psycannon	24"	7	4	Assault 2 or Heavy 4*, Rending
Pulse carbine	18"	5	5	Assault 1, Pinning
Pulse laser	48"	8	2	Heavy 2
Pulse pistol	12"	5	5	Pistol
Pulse rifle	30"	5	5	Rapid Fire
Punisher gatling cannon	24"	5	-	Heavy 20
Rail rifle	36"	6	3	Heavy 1, Pinning
Railgun				
Solid shot	72"	10	1	Heavy 1
Submunition	72"	6	4	Heavy 1, Large Blast
Ranger long rifle	36"	X	6	Heavy 1, Sniper, Pinning
Reaper autocannon	36"	7	4	Heavy 2, Twin-linked
Reaper launcher	48"	5	3	Heavy 2
Ripper gun	12"	5	-	Assault 3
Ripper pistol	12"	X	2	Pistol, Sniper
Ripper tentacles	6"	6	-	Assault 6
Rod of covenant	6"	5	2	Assault 1

Weapon	Range	S	AP	Type
Rokkit launcha	24"	8	3	Assault 1
Rupture cannon	48"	10	4	Assault 2
Scatter laser	36"	6	6	Heavy 4
Seeker missile	Infinite	8	3	Heavy 1
Shadow weaver	48"	6	-	Heavy 1, Barrage, Blast
Shardcarbine	18"	X	5	Assault 3, Poisoned (4+)
Shatterfield missile	48"	7*	-	Assault 1, Large Blast, One Use Only
Shattershard	Template	X*	X*	Assault 1, One Use Only
Shokk attack gun	60"	2D6*	2	Ordnance 1, Large Blast
Shoota	18"	4	6	Assault 2
Shotgun	12"	3	-	Assault 2
Shredder	12"	6	-	Assault 1, Blast
Shrieker cannon	24"	6	5	Assault 3, Pinning
Shuriken cannon	24"	6	5	Assault 3
Shuriken catapult	12"	4	5	Assault 2
Shuriken pistol	12"	4	5	Pistol
Singing spear	12"	X	6	Assault 1
Skorcha	Template	5	4	Assault 1
Slugga	12"	4	6	Pistol
Smart missile system	24"	5	5	Heavy 4
Snazzgun	24"	5	D6	Assault 1
Sniper rifle	36"	X	6	Heavy 1, Sniper
Sonic blaster	24"	4	5	Assault 2 or Heavy 3
Space Marine Shotgun	12"	4	-	Assault 2
Spike rifle	18"	3	-	Assault 1
Spinefists	12"	3	5	Assault X*, Twin-linked
Spinneret rifle	18"	6	1	Assault 1, Pinning
Spirit syphon	Template	4	3	Assault 1
Spirit vortex	18"	3	3	Assault 1, Large Blast
Splinter cannon	36"	X	5	Assault 4 or Heavy 6, Poisoned (4+)*
Splinter pistol	12"	X	5	Pistol, Poisoned (4+)
Splinter pods	18"	X	5	Assault 2, Poisoned (4+)
Splinter rifle	24"	X	5	Rapid Fire, Poisoned (4+)
Spore mine cysts	*	4	4	Assault D3, Large Blast*
Spore mine launcher	48"	4	4	Assault 1, Barrage, Large Blast*
Staff of light	12"	5	3	Assault 3
Star lance	6"	8	4	Assault 1, Lance
Starcannon	36"	6	2	Heavy 2
Stikkbomb	8"	3	-	Assault 1, Blast
Stinger pistol	12"	X	5	Pistol, Poisoned (2+)
Stinger pod	24"	5	5	Assault 2, Blast
Stinger salvo	18"	5	4	Assault 4
Storm bolter	24"	4	5	Assault 2
Storm eagle rockets	24-120"	10	4	Ordnance D3, Barrage, Large Blast
Stranglethorn cannon	36"	6	5	Assault 1, Large Blast, Pinning
Strangleweb	Template	2*	-	Assault 1, Pinning
Stub gun	12"	3	-	Pistol
Sunrifle	24"	3	5	Assault 6, Pinning
Synaptic disintegrator	24"	X	5	Rapid Fire, Sniper
Tachyon arrow	Infinite	10	1	Assault 1
Tankbusta bomb	8"	6	4	Assault 1, Armourbane
Tempest launcher	36"	4	3	Heavy 2, Barrage, Blast
Tesla cannon	24"	6	-	Assault 2, Tesla
Tesla carbine	24"	5	-	Assault 1, Tesla
Tesla destructor	24"	7	-	Assault 4, Tesla, Arc
Thunderfire cannon				
Airburst	60"	5	6	Heavy 4, Blast, Ignores Cover
Subterranean	60"	4	-	Heavy 4, Blast, Tremor
Surface	60"	6	5	Heavy 4, Blast
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon Unwieldy
Transdimensional beamer	12"	X	-	Heavy 1, Exile Ray
Triskele	12"	3	2	Assault 3
Typhoon missile launcher				
Frag	48"	4	6	Heavy 2, Blast
Krak	48"	8	3	Heavy 2
Vanquisher battle cannon	72"	8	2	Heavy 1*
Venom cannon	36"	6	4	Assault 1, Blast*
Vespid neutron blaster	12"	5	3	Assault 1
Vibro cannon	36"	4	-	Heavy 1, Pinning*
Void lance	36"	9	2	Assault 1, Lance
Void mine	*	9	2	Assault 1, Blast, One Use Only, Lance
Warpfire	18"	4	4	Assault 3
Whirlwind multiple missile launcher				
Incendiary castellan	12-48"	4	5	Ordnance 1, Barrage, Large Blast, Ignores Cover
Vengeance	12-48"	5	4	Ordnance 1, Barrage, Large Blast
Witchblade	-	User	-	Melee, Armourbane Fleshbane
Wraithcannon	12"	X*	2	Assault 1
Zzap gun	36"	2D6*	2	Heavy 1

> 'Our thoughts light the Darkness that others may cross space.
> +
> We are one with the Emperor, our souls are joined in his will.
> +
> Praise the Emperor whose sacrifice is life as ours is death.
> +
> Hail his name the Master of Humanity.'
>
> *- extract from the Credo of the Astronomican*



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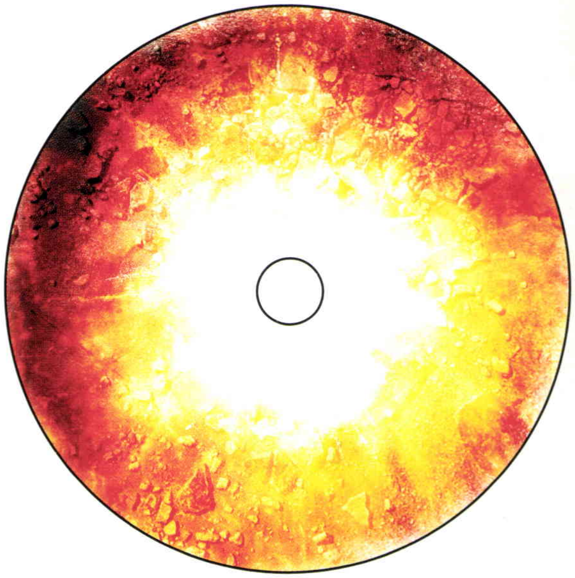

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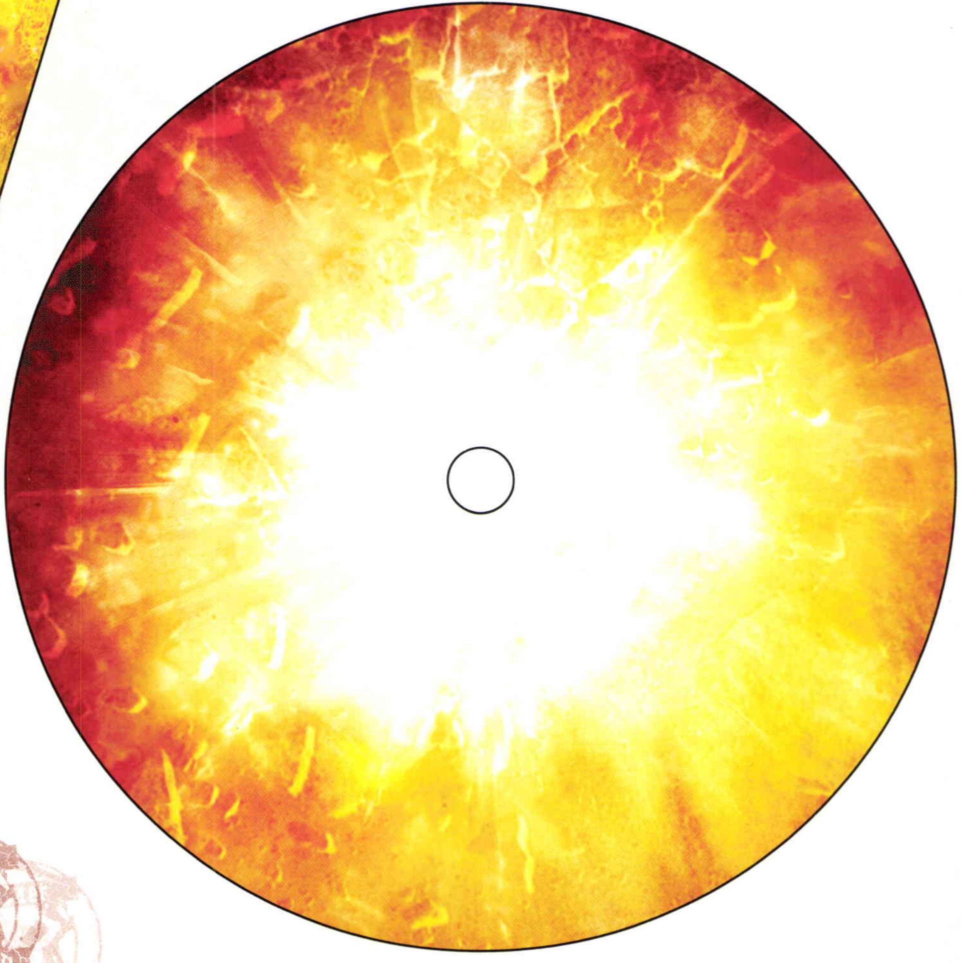

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PSYCHIC DISCIPLINES

Although the powers of Psykers are many and varied, they usually fall into one of several disciplines. The five most common psychic disciplines are: Biomancy, Divination, Pyromancy, Telekinesis and Telepathy. Each discipline has a particular character, which is reflected by the powers within it. The Telepathy discipline, for example, is grounded in mind control, and its powers act through compelling and influencing the thoughts and actions of others. It should be noted that, whilst two different Psykers may both use the same discipline, their powers are likely to manifest in unique, idiosyncratic ways. So for example, an Imperial Psyker using the Pyromancy discipline may hurl blazing bolts shaped like an avenging, two-headed eagle whilst a corrupt Chaos worshipper might conjure multi-hued conflagrations of living Warp fire and an Ork Psyker could vomit cones of billowing green flames.

Many races also have access to their own, unique psychic disciplines and powers. Where this is the case, the relevant Warhammer 40,000 codex will contain the necessary psychic power(s).

Some Psykers specialise in one discipline, honing a few powers to the exclusion of all others. Others manifest a much broader range of psychic disciplines and abilities – in such cases, the Psyker will be able to generate powers from several psychic disciplines. The relevant codex entry will detail from which psychic disciplines a Psyker can generate his powers.

NUMBERS OF PSYCHIC POWERS

A Psyker's codex will usually state how many psychic powers the Psyker has. Where this is not the case, the Psyker has a number of psychic powers equal to his Mastery Level.

GENERATING PSYCHIC POWERS

Before either player deploys their army, you must generate psychic powers for your Psykers. This is done openly, so both you and your opponent are aware of the power(s) each Psyker has generated. If your army includes more than one Psyker, you can choose the order in which you generate their powers.

In some codexes, a Psyker will have a specific psychic power, or set of psychic powers – where this is the case, it will be clearly stated in the relevant codex. Otherwise, a Psyker generates random psychic powers from amongst the psychic disciplines known to him.

To randomly generate a psychic power, first choose one of the psychic disciplines known to the Psyker. Then, roll a D6 and consult the chosen psychic discipline; you will notice that the psychic powers are numbered between one and six – the power generated corresponds to the number rolled on the D6.

If a Psyker generates a psychic power whose Warp Charge cost is higher than their Mastery Level, roll again in the same psychic discipline until a power is generated whose Warp Charge cost does not exceed his Mastery Level.

If the Psyker needs to generate more than one psychic power, repeat the above process until a number of psychic powers have been generated equal to the Psyker's Mastery Level. Note that second and subsequent psychic powers do not have to be generated from the same psychic discipline as the Psyker's first power. If a Psyker generates a power he already has, roll again in the same psychic discipline table until a power is generated that he does not already know. It should be noted that different Psykers in the same army can have the same psychic power(s).

PRIMARIS POWERS

Some psychic disciplines have primaris powers. A primaris power is so intrinsic to the discipline's character that we can assume that any wielder of that discipline is able to master it. Immediately after rolling for a psychic power, a Psyker can always choose to substitute the power generated for the discipline's primaris power. Remember though, that a Psyker cannot have the same power twice – if he chooses to substitute his first power for the primaris power, and then chooses to generate another psychic power from the same discipline, he cannot substitute any further powers from that discipline.

Regardless of the psychic power(s) your Psykers have, it's worth making a note on your army roster – it's all too easy to forget which Psyker has which power otherwise!

Example: Sarah has a Psyker in her army with a Mastery Level of 3 who knows powers from the Telepathy and Divination disciplines. The codex does not specify that the Psyker knows any specific powers, so Sarah chooses the Telepathy discipline and rolls a D6. The result is a 3, thus generating Puppet Master. *Sarah then chooses the Telepathy Discipline again, rolling another 3. This is re-rolled, the result being a 1 this time, generating* Dominate. *However, Sarah chooses to swap* Dominate *for the Telepathy Primaris Power,* Psychic Shriek. *For her Psyker's final power, Sarah chooses to generate the power from the Divination discipline. She rolls a 6, thus generating the psychic power* Scrier's Gaze.

BIOMANCY

Biomancers specialise in manipulating biological energy and processes with the power of their minds. They are masters of the flesh, learning to shape and influence the physical forms of themselves, their allies or their enemies, according to their will.

PRIMARIS POWER

SMITE — Warp Charge 1

Lethal bolts of bio-lightning leap from the psyker's fingertips, tearing his foes apart.

Smite is a **witchfire** power with the following profile:

	Range	S	AP	Type
Smite	12"	4	2	Assault 4

1. IRON ARM — Warp Charge 1

By transmuting his flesh into living metal, the biomancer can wade through enemy fire unscathed and pulp skulls with his bare fists.

Iron Arm is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker gains +D3 Strength and Toughness (roll once for both) and gains the Eternal Warrior special rule.

2. ENFEEBLE — Warp Charge 1

As the psyker channels his powers, tendrils of Warp energy lash over his victims, every caress sapping vitality from their bodies.

Enfeeble is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, the target unit suffers a -1 penalty to both Strength and Toughness, and treats all terrain (even open ground) as difficult terrain.

3. ENDURANCE — Warp Charge 1

Reaching into the essence of his allies, the biomancer knits together bones, heals flesh and banishes fatigue so that they carry on the fight.

Endurance is a **blessing** that targets a single friendly unit within 24". Whilst the power is in effect, the target unit gains the Feel No Pain, It Will Not Die and Relentless special rules.

'A man may die yet still endure if his work enters the greater work. Time is carried upon a current incepted by forgotten deeds. Events of great moment are but the culmination of a single carefully placed thought. As all men must thank progenitors obscured by the past, so we must endure the present that those who come after may continue the greater work.'

- The Chime of Eons –
Garba Mojaro Prefectus of Adeptus Mechanicus

4. LIFE LEECH — Warp Charge 1

With a twist of his gnarled hands, the wrathful psyker rips the life force from his enemy, hoarding the stolen essence and using it to reinvigorate and restore his own injured flesh.

Life Leech is a **witchfire** power with the following profile:

	Range	S	AP	Type
Life Leech	12"	6	2	Assault 2

If *Life Leech* causes at least one unsaved Wound, the Psyker immediately regains a Wound lost earlier in the battle (up to his starting number of Wounds).

5. WARP SPEED — Warp Charge 1

The powers of the Immaterium flow into the psyker, heightening his speed to supernatural levels. A blur is he amongst his enemies, felling the unrighteous with blows too swift to see.

Warp Speed is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker gains +D3 Initiative and Attacks (roll once for both) and gains the Fleet special rule.

6. HAEMORRHAGE — Warp Charge 1

Focussing his mutant mind, the psyker reaches forth and sets a fire within his victim's flesh. Within moment's, the unfortunate foe's blood begins to boil in its own veins, tearing him asunder as it bursts from every pore.

Haemorrhage is a **focussed witchfire** power with a range of 12". The target must pass a Toughness test or suffer a Wound with no armour or cover saves allowed. If the target is slain, randomly select another model (friend or foe) within 2" of him. That model must pass a Toughness test or suffer a Wound with no armour or cover saves allowed. If that model dies, continue the process until a model survives or there are no suitable targets within range.

DIVINATION

Diviners seek to discern the hidden past of the galaxy and know the course of events yet to come. These abilities allow Diviners to look into the twisting strands of the Immaterium in search of the answers they seek, and sometimes even influence the outcome of fate itself.

PRIMARIS POWER

PRESCIENCE **Warp Charge 1**

The psyker can effortlessly predict the paths of bullets and swords. By focussing his Warp-sight even more closely, he can guide his allies' aims, bringing a swift and merciless death to their foes.

Prescience is a **blessing** that targets a single friendly unit within 12". Whilst the power is in effect, the target unit can re-roll all failed To Hit rolls.

1. **FOREBODING** **Warp Charge 1**

Thanks to his Warp-gifted insights, the psyker and his allies are aware that their foes are about to charge, even before the foes themselves have realised it.

Foreboding is a **blessing** that targets the Psyker. Whilst this power is in effect, the Psyker and his unit have the Counter-attack special rule and fire Overwatch on their full Ballistic Skill, rather than Ballistic Skill 1. Note that this does not allow weapons that could not normally fire Overwatch to do so.

2. **FOREWARNING** **Warp Charge 1**

The psyker's prophetic powers allow him to walk through a hail of fire unscathed, dodging incoming bullets with an eerie calm.

Forewarning is a **blessing** that targets a single friendly unit within 12". Whilst the power is in effect, the target unit has a 4+ invulnerable save.

3. **MISFORTUNE** **Warp Charge 1**

With a click of his fingers, the diviner twists fate so that his followers' blows punch through the weakest points in their opponents' armour.

Misfortune is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, the target unit must re-roll successful saving throws.

Across the void of space men live as they have lived for millennia upon the sand, rock and soil of worlds bathed in the light of alien suns. So is Humanity's seed cast far and wide beyond the knowledge of Man, to thrive bitterly in the darkness, to take root and cling with robust and savage determination.

4. **PERFECT TIMING** **Warp Charge 1**

As soon as his consciousness pierces the veil of the Warp, a rush of images floods the diviner's mind, foretelling the actions of his enemies, down to the merest microsecond. Armed with this information, the diviner's allies can predict exactly when their foes will peer out from behind cover and expose themselves to a lethal head shot.

Perfect Timing is a **blessing** that targets the Psyker. Whilst this power is in effect, the Psyker and his unit's weapons have the Ignores Cover special rule.

5. **PRECOGNITION** **Warp Charge 1**

Having already witnessed the one true path to victory, the diviner strides across the battlefield like an avenging god of war. Whilst the premonitions run true, he is all but undefeatable, proof against bullet and bolt, blade and bombardment. However, should his self-wrought prophecies fade, or turn false, he will surely be doomed to ignominious defeat.

Precognition is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker can re-roll all failed To Hit and To Wound rolls, as well as failed saving throws.

6. **SCRIER'S GAZE** **Warp Charge 1**

The diviner can see the battlefield clearly in his mind's eye, with the vantage point of a hunting hawk and the precision of a laser. The to and fro of armies and war machines is but the scurrying of ants beneath his omniscient gaze. Thus can the diviner direct the deployment of specialist forces exactly when and where they are most needed, leaving no clue behind as to how this trickery was achieved.

Scrier's Gaze is a **blessing** that targets the Psyker. Whilst the power is in effect, you can roll three dice and choose the result you want when rolling for Reserves, Outflank and mysterious terrain.

PYROMANCY

A pyromancer is a master of fire and flame, a psyker who is able to create searing infernos out of thin air. Pyromancy is one of the most spectacular and destructive forms of psychic ability, and those who face a pyromancer in combat are oft reduced to nought but a pile of charred bones.

PRIMARIS POWER

FLAME BREATH **Warp Charge 1**

A torrent of psychic flames pour forth from the psyker's eyes and mouth, engulfing the target.

Flame Breath is a **witchfire** power with the following profile:

	Range	S	AP	Type
Flame Breath	Template	5	4	Assault 1, Soul Blaze

1. **FIERY FORM** **Warp Charge 1**

Bullets and shells pass straight through the pyromancer as he transforms into an incandescent being of living Warpfire, striking out at his foes and setting their souls ablaze.

Fiery Form is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker gains a 4+ invulnerable save, +2 Strength and his close combat attacks have the Soul Blaze special rule.

2. **FIRE SHIELD** **Warp Charge 1**

With a sweep of his arms the psyker throws up a towering wall of flame to protect his allies.

Fire Shield is a **blessing** that targets a single friendly unit within 24". The target unit has a 4+ cover save against shooting attacks that do not have at least one of the following special rules: Soul Blaze or Melta. In addition, whilst the power is in effect, any unit that makes a successful charge against the unit suffers 2D6 Strength 4 AP – hits, resolved at the same time as Hammer of Wrath hits.

3. **INFERNO** **Warp Charge 1**

With an impatient gesture, the psyker sets the air itself aflame, creating a whirling pillar of fire to sweep through the ranks of his enemies.

Inferno is a **witchfire** power with the following profile:

	Range	S	AP	Type
Inferno	24"	4	5	Assault 1, Soul Blaze, Blast, Ignores Cover

You cannot fathom the mysteries of the Universe,
you must simply trust in the righteousness of the
Emperor's Command!

4. **SPONTANEOUS COMBUSTION** **Warp Charge 1**

Focussing his anger, the pyromancer can melt or incinerate his foe in a heartbeat. Yet when his rage boils over, the unfortunate victim's body explodes in a blast of ash and roaring flame. Who can say how many will fall victim to his wrath before it is sated?

Spontaneous Combustion is a **focussed witchfire** power with a range of 18". The target model suffers a Wound with no armour or cover saves allowed. If the model is slain by this Wound, centre the small blast marker over the target before removing him. All other models under the marker suffer a Strength 4 AP 5 hit with the Ignores Cover special rule.

5. **SUNBURST** **Warp Charge 1**

The psyker sings a wild song whose notes were old when the universe was young. As he does so, an incandescent aura appears about him, growing ever brighter and hotter with every refrain. Only when the song is ended does the aura explode, discharging its pent-up fury in a blinding, supernoval flash.

Sunburst is a **nova** power with the following profile:

	Range	S	AP	Type
Sunburst	6"	4	5	Assault 2D6, Blind, Ignores Cover

6. **MOLTEN BEAM** **Warp Charge 2**

The pyromancer claps his hands together and turns them outward towards the foe. As he does so, a white-hot beam of blazing energy bursts from his palms. It melts armour to slag and vaporises flesh, leaving only ghastly shadows in its wake.

Molten Beam is a **beam** with the following profile:

	Range	S	AP	Type
Molten Beam	12"	8	1	Assault 1, Melta

TELEKINESIS

Telekines are able to manipulate the material world with the power of their minds, translating sheer mental power into physical force. These psykers can lash their foes with psychic energy, erect invisible force shields to protect themselves and even rend apart the fabric of reality itself.

PRIMARIS POWER

ASSAIL **Warp Charge 1**

Using nothing but the power of his mind, the psyker tears a boulder of rock from the ground and hurls it at the foe.

Assail is a **beam** with the following profile:

	Range	S	AP	Type
Assail	18"	6	-	Assault 1, Strikedown

1. CRUSH **Warp Charge 1**

By reaching out his arm and clenching his fist, the psyker entraps his foe in a choking and crushing mass of force. Gritting his teeth, the psyker continues the assault until flesh, armour and bone alike are ground to powder.

Crush is a **focussed witchfire** power with a range of 18". Roll 2D6. The target model suffers a hit with a Strength equal to the result (a score of an 11 or 12 wounds automatically or, in the case of a vehicle, causes an automatic penetrating hit) with an AP equal to the result of a separate D6 roll.

2. GATE OF INFINITY **Warp Charge 1**

The psyker punches a corridor through the roiling Immaterium, allowing him to cross great distances in the blink of an eye.

Gate of Infinity is a **blessing** that targets the Psyker and his unit. Place a counter in base contact with a model in the target unit. Remove the target unit from the board. It then immediately arrives using the rules for Deep Strike. The first model placed must, however, be placed within 24" of the counter. If the Psyker is the only model in his unit, there is no risk, but if his unit consists of two or more models, there is a chance something will go wrong; if the Deep Strike attempt scatters and a double is rolled, one member of the unit, chosen by the controlling player, is claimed by the Warp and removed as a casualty (the survivors scatter normally).

3. OBJURATION MECHANICUM **Warp Charge 1**

Weapons jam and engines seize up as the telekine uses his powers to wrench and twist the inner workings at the hearts of nearby machines.

Objuration Mechanicum is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, the target unit must re-roll To Hit and To Wound rolls of 6. In addition, if the target is a vehicle (or vehicle squadron), each vehicle in the unit has a Strength 1 hit with the Haywire special rule allocated to it (roll separately for each).

4. SHOCKWAVE **Warp Charge 1**

The psyker slams his palms together and the noise is magnified a hundredfold, releasing a shockwave that snaps bones and knocks foes from their feet.

Shockwave is a **nova** power with the following profile:

	Range	S	AP	Type
Shockwave	12"	3	-	Assault D6, Pinning

5. TELEKINE DOME **Warp Charge 1**

Bullets bounce off of thin air and are deflected alarmingly towards friendly forces as the psyker erects a barrier of shimmering energy about himself.

Telekine Dome is a **blessing** that targets a friendly unit within 12". All models in the target unit have a 5+ invulnerable save against Shooting attacks whilst the power is in effect. Every time this save is successfully made against a shooting attack, choose an unengaged enemy unit within 6" – that unit suffers a hit with a Strength and AP equal to that of the initial shot. If there is no unengaged enemy unit within 6", then the Wound is still saved, but the shot is not redirected. Note that this does not cause templates to be repositioned.

6. VORTEX OF DOOM **Warp Charge 2**

The telekine opens a tear between the material realm and the howling destruction of the Warp, unleashing energies that utterly consume his foes.

Vortex of Doom is a **witchfire** power with the following profile:

	Range	S	AP	Type
Vortex of Doom	12"	10	1	Heavy 1, Blast*

*If, when using this power, the Psyker fails his Psychic test, centre the *Vortex of Doom* blast marker on the Psyker – in this case, the template does not scatter.

TELEPATHY

Telepaths are psykers whose mental expertise lies with contacting and controlling the minds of others. With a single thought, a telepath can blast away his foe's sanity, induce states of numbing terror or possess his victim's thoughts and mould their actions as if they were his own.

PRIMARIS POWER

PSYCHIC SHRIEK — Warp Charge 1

The psyker breathes in deeply the power of the Warp before emitting a banshee howl of psychic energy that shreds the minds of his enemies.

Psychic Shriek is a **witchfire** power with a range of 12". Roll 3D6 and subtract the target's Leadership – the target unit suffers a number of Wounds equal to the result. Armour and cover saves cannot be taken against Wounds caused by *Psychic Shriek*.

1. DOMINATE — Warp Charge 1

The psyker reaches into his foe's mind, trammelling his soul and crushing his will to fight on.

Dominate is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, the target unit must pass a Leadership test each time it attempts to move, shoot, Run or declare a charge – if the test is failed, the action is forfeit and the unit can do nothing that phase.

2. MENTAL FORTITUDE — Warp Charge 1

Despair is turned into fresh hope and courage into insane heroism as the telepath projects inspirational thoughts of victory into the minds of his allies.

Mental Fortitude is a **blessing** that targets a single friendly unit within 24". If the target is falling back, it immediately regroups. It then gains the Fearless special rule for as long as the power lasts.

3. PUPPET MASTER — Warp Charge 1

The telepath possesses his victim's mind, controlling their movements, their aim and their trigger fingers as if they were marionettes.

Puppet Master is a **focussed witchfire** power with a range of 24". The target immediately makes a shooting attack as if it was one of your models (this cannot target his own unit). After resolving the attack, the target shakes free of the Psyker's control and immediately reverts to the owning player's control.

4. TERRIFY — Warp Charge 1

Even the bravest of heroes quake in terror as the telepath assails them with images from their own darkest and most dreadful nightmares.

Terrify is a **malediction** that targets a single enemy unit within 24". The target receives no benefit from the Fearless special rule and treats all enemy units as having the Fear special rule for the power's duration. Furthermore, it must immediately take a Morale check.

5. INVISIBILITY — Warp Charge 2

Reaching into the minds of his foes, the psyker obscures himself and his allies from the enemy's sight.

Invisibility is a **blessing** that targets a single friendly unit within 24". The target unit is invisible as long as the power is in effect. An invisible unit has both the Shrouded and Stealth special rules. Models charged by an invisible unit gain no benefit from the Counter-attack special rule (they don't see it coming). Models attacking (or being attacked by) invisible models in close combat count as Weapon Skill 1. Blows made by, or against, non-invisible models in the same combat are resolved normally.

6. HALLUCINATION — Warp Charge 2

Paranoia, confusion and panic are heightened to a debilitating degree as the telepath alters his foes' perceptions of reality.

Hallucination is a **malediction** that targets a single enemy unit within 24". Roll immediately to determine the manner of hallucinations the target is suffering from (roll once for the whole unit).

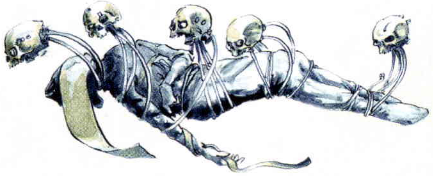
D6	Result
1-2	**Bugs! I Hate Bugs!** *Something unspeakable has gotten under the victims' armour and has begun to crawl around.* The unit is automatically Pinned, unless it would normally automatically pass Pinning tests or is locked in close combat, in which case there is no effect.
3-4	**Ermmm?** *All sense of urgency is lost, and the befuddled warriors just stare listlessly into space.* The unit cannot shoot, Run, declare charges or strike blows in close combat whilst the power is in effect.
5-6	**You! You're a Traitor!** *Paranoia sets in and the panicked warriors lash out at their comrades.* Every model in the unit immediately inflicts a single hit on his own unit, resolved at that models' own Strengths, but using the Strength bonuses, AP values and special rules of their most powerful close combat weapons (if they have any).

THE GAME SUMMARY

PREPARING FOR BATTLE

Before you can play a game, you will need to prepare a few things:

- **First, you need to choose your army. To do so, you need to decide what you want to include:**
  - You must have a Primary Detachment (see page 109).
  - You may be able to include allies (see page 112).
  - You may include a Fortification (see page 109).
  - Finally, you must choose one of your HQ choices to be the Warlord leading your force (see page 111).



- **Next, you need to see what Eternal War mission you will be playing and set up the battlefield.**
  - To determine which Eternal War mission you will be playing, you can either pick one with your opponent or roll a D6 to randomly choose one, referring to the following table (see page 118).

D6	Eternal War Mission	Page
1	Crusade	126
2	Purge the Alien	127
3	Big Guns Never Tire	128
4	The Scouring	129
5	The Emperor's Will	130
6	The Relic	131

  - To determine which deployment map to use, you can either pick one with your opponent or roll a D3 to randomly choose one, referring to the following table (see page 118).

D3	Deployment Map	Page
1	Dawn of War	119
2	Hammer and Anvil	119
3	Vanguard Strike	119

  - Finally, the players roll-off, and the winner selects one of the table halves to be his, with the other half going to his opponent.

- **If either force contains any fortifications, they need to be placed at this point. If both forces have fortifications, the player who won the roll-off to choose table halves places theirs first (see page 120).**
  - Fortifications must be placed wholly within your own table half and cannot be placed within 3" of another fortification.

- **Next, terrain should be placed on the battlefield. This can be done using the Narrative or Alternating methods:**
  - **Narrative Terrain** (see page 120); set up the terrain to create a fantastic looking battlefield.
  - **Alternating Terrain** (see page 120)
    - Pool all the your terrain to the side of the battlefield.
    - Determine the terrain density by rolling a D3 for each 2' by 2' section of the battlefield and noting it down.
    - Starting with the player who won the roll-off for table halves, alternate deploying a terrain 'piece' anywhere on the board. Each terrain 'piece' is either one substantial piece (such as a building, ruin or forest) or up to 3 small pieces (such as battlefield debris).
    - Players continue to alternate until they choose to stop or until they reach the maximum terrain density for each board section.
    - After both players have finished, and as long as both players agree, you may shuffle the terrain around to create the best looking battlefield possible.

- **Now, place any objective markers the mission you are playing requires.**
  - Starting with the player who won the roll-off for table halves, alternate placing the objective markers until they have all been placed following the restrictions on page 121.

- **Players must now determine their Warlord Traits. Roll on one of the tables available to your Warlord (either from page 111 or one from their codex, if it has one).**

- **If either player has Psykers that generate random psychic powers, they generate them now.**

- **It is time to deploy your forces onto the battlefield. Roll-off; the winner chooses to deploy first or second.**
  - The player deploying first then deploys their entire force within their deployment zone, excluding units using their Infiltrate special rule and any units being kept as Reserves.
  - The player deploying second then does the same.
  - Units using the Infiltrate special rule are deployed next. If both players have such units, roll-off; the winner chooses who goes first. Alternate placing units until all eligible units are deployed.
  - Any units with the Scouts special rule may now redeploy. If both players have such units, roll-off; the winner chooses who goes first. Alternate redeploying units until all eligible units are re-deployed.

- **The player who deployed second may now attempt to Seize the Initiative (see page 122). If he succeeds, he has the first turn. If he fails, he goes second.**

MOVEMENT PHASE

Select a unit and follow the steps below. Repeat the steps for each unit in your force that you wish to move.

- **If the unit is falling back, it first attempts to Regroup (see page 31).**
  - If it successfully Regroups, it may move up to 3".
  - If it fails to Regroup, it must Fall Back (see page 30) towards its own table edge.
- **State which models (if any) in the unit are not moving.**
- **Determine if the unit will be moving through difficult terrain and (if appropriate) roll for maximum move distance (see page 90).**
- **Move the unit up to its maximum move distance. If it has gone to ground, the unit cannot move (see page 18).**

The chart below lists all the unit types and shows their standard move distance alongside the effect difficult terrain has on their movement (if any), as well as other reference information.

Unit Type	Move Distance	Difficult Terrain Effect	Fall Back Distance	Page
Infantry	0" - 6"	Roll 2D6 and pick the highest.	2D6"	44
Jump units (using their jump pack)	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test.	3D6"	47
Jump units (not using their jump pack)	As per their standard unit type	As per their standard unit type	3D6"	var
Beasts	0" - 12"	No effect	3D6"	48
Cavalry	0" - 12"	Counts as dangerous terrain.	3D6"	48
Bikes	0" - 12"	Counts as dangerous terrain.	3D6"	45
Jetbikes	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test.	3D6"	45
Monstrous Creature	0" - 6"	Roll 3D6 and pick the highest.	2D6"	48
Artillery	0" - 6"	Roll 2D6 and pick the highest.	2D6"	46
Jet Pack units (using their jet pack)	0" - 6"	Starting or ending in difficult terrain requires a Dangerous Terrain test.	2D6"	47
Jet Pack units (not using their jet pack)	As per their standard unit type	As per their standard unit Type.	2D6"	var
Skimmer	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test.	n/a	83
Walker	0" - 6"	Roll 2D6 and pick the highest.	n/a	84
Flyer (Zoom mode)	18" - 36" (limited to a single 90° pivot at the start of its move)	No effect	n/a	80
Flying Monstrous Creature (Swooping)	12" - 24" (limited to a single 90° pivot at the start of its move)	No effect	n/a	49
All other Vehicles	0" - 12"	Dangerous Terrain test.	n/a	71

SHOOTING PHASE

Choose one of your units that has not yet acted in this Shooting phase and decide if you wish to shoot with it or move it. If you wish to shoot, then follow the process below; if you wish to move, see Moving in the Shooting phase.

- **First, choose a target –** for an enemy unit to be a viable target, one or more models in the enemy unit must:
  - Be in range of at least one weapon in the firing unit.
  - Be in line of sight for at least one model in the firing unit.

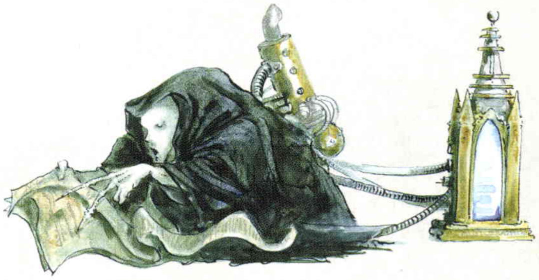
- **If models in the target unit are in varying levels of cover, then you may wish to Focus Fire (see page 18).**

- **Next, roll To Hit –** whether or not the models in the firing unit moved in the preceding Movement phase can affect how many shots a weapon can fire and the accuracy of those shots (see chart below).

Weapon Type	Effect of Moving		Assault after Firing?	Page
	Number of Shots	Snap Shots Only?		
Assault	Full	No	Yes	51
Heavy	Full	Yes	No	51
Ordnance	None	n/a	No	51
Pistol	Full	No	Yes	52
Rapid Fire	Full	No	No	52
Salvo	Lower of two values	No	No	52

- **Vehicles have a different chart, as it is usually how far a vehicle has moved, rather than what type of weapon it is firing, that determines how effective its firepower is.**
  - The notable exception to this is Ordnance weapons. Firing an Ordnance weapon means that a vehicle can only make Snap Shots with its other weapons that turn (see page 71).

Vehicle Type	How Many weapons can a vehicle fire at full Ballistic Skill			Page
	Stationary	Combat Speed	Cruising Speed	
Walker	All	All	n/a	84
Fast	All	All	2	83
Heavy	All	All	n/a	83
Flyers (Zoom Mode)	All	4	4	80
All other vehicles	All	1	0	71



TRANSPORT VEHICLES AND THEIR PASSENGERS

How far a Transport vehicle moves (see page 78), as well as damage suffered in the preceding turn and Movement phase (see page 80), can affect the unit being transported and the firepower it can bring to bear on the enemy.

Speed Moved or Damage Taken	Effect on passengers firing from vehicle	Other Effects
Stationary	None	None
Combat Speed	Count as having moved	None
Cruising Speed	May only fire Snap Shots	None
Flat Out	Cannot shoot	None
Shaken	May only fire Snap Shots	None
Stunned	Cannot shoot	None
Weapon Destroyed	None	None
Immobilised	None	None
Wrecked	Count as having moved	Must disembark, but is limited to a 3" move, then take a Pinning test.
Explodes	Count as having moved	The unit takes a number of Strength 4 AP – hits equal to the number of models in the unit, must disembark, but is limited to a 3" move, then take a Pinning test.

Once you have worked out how many shots the unit can fire, divide these into groups or use different dice so that you can keep track of any weapons with different Strengths, AP values or special rules, or any shots fired at different Ballistic Skills. Then, follow the process below with each group to work out whether or not you hit and cause damage.

- **Roll To Hit** – First, roll a number of dice equal to the number of shots in the group you are resolving. To see how many hits are scored, compare the rolls to the Ballistic Skills of the models firing them, on the chart below (see page 13).

Firer's Ballistic Skill	1	2	3	4	5	6	7	8	9	10
Roll Required To Hit	6	5+	4+	3+	2+	2+/6	2+/5+	2+/4+	2+/3+	2+/2+

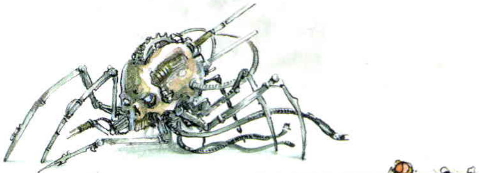
- **Roll To Wound** – Remove any dice that failed to hit and roll the remaining dice again.
  - The player controlling the shooting unit can choose the order in which different groups of Wounds are allocated (see page 15).

Target's Toughness

Attacker's / Weapon's Strength	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

  - **Against non-vehicle units:** compare the Strength of the weapons being fired in that group to the majority Toughness of the target unit (see above).
    - If a group of Wounds all have the **same saving throws** taken against them , simply roll all of the saves at once. Allocate each unsaved Wound, one at a time, to the closest model in the target unit. Each time a model is reduced to 0 Wounds, remove it as a casualty and allocate Wounds to the next nearest model.
    - If a group of Wounds have **different saving throws** taken against them, roll the saves individually against the closest model in the target unit. Each time a model is reduced to 0 Wounds remove it as a casualty and move on to the next nearest model. (The Fast Dice box-out on page 16 has ways to speed up this process.)
  - **Against vehicle units:** instead of using the chart, add the number rolled on the dice to the weapon's Strength.
    - If the total equals the Armour Value of the appropriate facing (see page 73), a **glancing hit** has been scored.
    - If the total beats the Armour Value of the appropriate facing, a **penetrating hit** has been scored.
  - If the vehicle is obscured (see page 75) or is granted a saving throw from another source, it can attempt a saving throw against each glancing and penetrating hit.
  - Reduce the vehicles remaining Hull Points by 1 for each unsaved glancing or penetrating hit.
  - Finally, roll on the table below for each unsaved penetrating hit.
    - Add 1 to each roll caused by a weapon with an AP value of 2.
    - Add 2 to each roll caused by a weapon with an AP value of 1 (see page 74).
    - Add a further 1 to every roll if the target vehicle is open-topped.
  - Once a vehicle is reduced to 0 Hull Points it is Wrecked (see page 94). The vehicle is destroyed but left on the battlefield, effectively becoming a piece of difficult and dangerous terrain.

D6	**Result**	**Effect**
1-2	Crew Shaken	The vehicle can only fire Snap Shots until the end of the next turn.
3	Crew Stunned	The vehicle can only fire Snap Shots until the end of the next turn and cannot move unless it is a Zooming Flyer. In which case it can only move 18" and cannot turn.
4	Weapon Destroyed	One of the vehicle's weapons (randomly chosen) is destroyed. If the vehicle has no weapons left treat this as an Immobilised result instead (see below).
5	Immobilised	The vehicle cannot move for the rest of the game. It may not turn either, but its turret can continue to rotate to select targets. A Flyer in Zoom Mode instead suffers Locked Velocity (see page 81). A vehicle that is already Immobilized or suffering from Locked Velocity instead removes an additional Hull Point.
6+	Explodes	The vehicle is destroyed. Roll a D6. Units take a number of Strength 3, AP – hits equal to the number of models from their unit in range.



MOVING IN THE SHOOTING PHASE

Instead of shooting with a unit in the Shooting phase, you can choose to move it. Consult the chart below to see how far. Remember that units with the Fleet special rule (see page 35) can re-roll one or more dice when running and vehicles cannot use their smoke launchers (see page 87) on the turn they move Flat Out.

Unit/Vehicle Type	Run, Turbo-Boost or Flat Out?	Maximum Move Distance	Page
Infantry, Artillery, Jump units, Jet Pack units, Monstrous Creatures, Beasts, Cavalry	Run	D6"	44-48
Flying Monstrous Creature (Swooping)	Run	2D6"	49
Walkers	Run	D6"	84
Bikes	Turbo-boost	12"	45
Jetbikes	Turbo-boost	24"	45
Eldar Jetbikes	Turbo-boost	36"	45
Heavy	n/a	n/a	83
Fast	Flat Out	12"	83
Fast Skimmer	Flat Out	18"	83
Flyer (Zoom Mode)	Flat Out	24" (minimum 12")	80
All Other Vehicles	Flat Out	6"	71

ASSAULT PHASE

The Assault phase is broken down into two sub-phases: first, the Charge sub-phase and then the Fight sub-phase. You must resolve the Charge sub-phase for all of your units that you wish to charge, before resolving the Fight sub-phase for all of your units that are locked in combat.

CHARGE SUB-PHASE

- **Pick one of your units and declare which enemy unit it wishes to charge.**
  - If there are multiple enemy units that your unit wishes to target with its charge, declare which enemy unit is the primary target, then declare which are the secondary targets (see page 27).

- **Each enemy unit nominated as a target of a charge can now resolve its Overwatch fire (see page 21).**

- **Roll the charge range for the unit.** See the chart below for how many dice to roll and the effect charging through difficult terrain has for each unit type.
  - Units with the Fleet special rule can re-roll one or more of the dice (see page 35).
  - Artillery units are unable to charge as long as they include one or more guns (see page 46).
  - Eldar (and Dark Eldar) Jetbikes and Jet Pack units can move up to 2D6" in the Assault phase even if they are not charging an enemy unit (see page 45 & 47).
  - Jump units that use their jump packs to make a charge move gain the Hammer of Wrath special rule until the end of that turn (see page 37) and can re-roll their charge range roll.
  - Note that because dangerous terrain is also treated as difficult terrain, it also affects charging units.

Unit Type	Charge Range (up to)	Effect of Difficult Terrain	Page
Infantry	2D6"	3D6" discarding the highest one	44
Jump units (using their jump packs)	2D6", may re-roll both dice	3D6" discarding the highest one, ay re-roll all dice and must take a Dangerous Terrain test if they start or end their charge move in difficult terrain	47
Jump units (not using their jump pack)	2D6"	3D6" discarding the highest one	47
Beasts	2D6"	none	48
Cavalry	2D6"	2D6"; must take Dangerous Terrain tests	48
Bikes	2D6"	2D6"; must take Dangerous Terrain tests	45
Jetbikes	2D6"	2D6"; must take Dangerous Terrain tests if they start or end their charge move in difficult terrain	45
Monstrous Creatures	2D6"	3D6" discarding the highest one	48
Artillery	2D6"	3D6" discarding the highest one	46
Jet Pack units (using their jet pack)	2D6"	2D6"; must take a Dangerous Terrain test if they start or end their charge move in difficult terrain	47
Jet Pack units (not using their jet pack)	2D6"	3D6" discarding the highest one	47
Chariots	2D6"	3D6" discarding the highest one, must take a Dangerous Terrain test	82
Walkers	2D6"	3D6" discarding the highest one	84

FIGHT SUB-PHASE

- **Choose a combat to resolve.** If there is more than one combat ongoing, the player whose turn it is decides the order in which they are resolved.

- **Declare a challenge if you wish (see page 64).**
  - If a challenge is declared and accepted, move the models in the challenge into base contact if possible (see page 64).

- **Starting at Initiative step 10, count down through the steps towards 1 until you reach an Initiative value that one or more participants not involved in a challenge have (see page 22).**
  - All models with this Initiative value now Pile In (see page 23).
  - All engaged models (see page 23) with this Initiative now get to make a number of Attacks equal to their Attacks characteristic plus any bonus Attacks they are entitled to (see page 24).

- **Roll To Hit** – Roll one dice for each Attack being made at this Initiative step and compare the model's Weapon Skill to that of the majority Weapon Skill of the enemy unit it is attacking to see what roll is needed To Hit (see chart below).
  - Remember to divide Attacks with different Strengths, AP values or special rules into separate groups or use different coloured dice.
  - Non-Walker vehicles that have moved in the previous turn have a Weapon Skill of 1. Non-Walker vehicles that didn't move in the previous turn, or are Immobilised, have a Weapon Skill of 0.

Target's Weapon Skill

Attacker's Weapon Skill	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

- **Discard each dice that missed the enemy and roll those that remain again.** This roll is used to see how many Wounds have been caused on non-vehicle units, or how many glancing and penetrating hits have been caused against vehicle units.
  - **Against non-vehicle units –** compare the Strength of the Attack against the majority Toughness of the target unit on the To Wound chart to see what roll is needed To Wound.
    - If all the Wounds caused at this Initiative Step have the **same saving throws** taken against them, roll all of the saves at once and allocate the unsaved Wounds, one at a time, to the enemy model closest to the models that are attacking at the current Initiative step (see page 25).
    - When multiple enemy models are closest, their controlling player chooses which model is allocated the Wound.
    - If the Wounds caused have **different saving throws** taken against them, allocate them to the closest model one at a time, and roll the model's saving throw (if it has one) before moving on to the next Wound. Once a model has a Wound allocated to it, you must continue to allocate Wounds to it until the Wound pool is empty or it is removed as a casualty.
  - **Against a vehicle –** instead of using the To Wound chart, add the number rolled to the Attack's Strength.
    - If this equals the Armour Value of the rear facing of the vehicle being attacked (see page 76), a **glancing hit** has been scored.
    - If the total exceeds the Armour Value of the rear facing of the vehicle being attacked, a **penetrating hit** has been scored.
  - Reduce the vehicles remaining Hull Points by 1 for each unsaved glancing or penetrating hit.
  - Finally, roll once on the Vehicle Damage table (see page 74) for each penetrating hit caused.

- **Move on to the next Initiative step and repeat the process above to resolve Attacks made at that step.**

- **Once all models that are not in a challenge have fought, it is time to resolve any challenges (see page 64).**
  - If there are models on one side of the fight that cannot fight, as the only model they are engaged with is locked in a challenge, then they can instead lend their Moral Support to their champion (see page 65).

- **Finally, it is time to determine the Assault Results (see page 26). To do this, add up the total number of unsaved Wounds caused by each side.**
  - If one side destroyed the enemy entirely, they automatically win.
  - Otherwise, the side that has caused the least unsaved Wounds has lost and must take a Morale Check (see page 29).
    - If one or more units that lost the combat pass their Morale checks, make end of combat pile in moves (see page 27).
    - If the losing side is unable to hurt their opponents, they can choose to automatically fail their Morale check (see page 26).
    - If all the loosing units in a combat fail their Morale checks, the victors can attempt to make a Sweeping Advance (see page 26).
      - Any units that failed their Morale check and survived the Sweeping Advance must now Fall Back (see page 30).

- Any surviving, unengaged units that are not falling back, now make a Consolidation move of up to D6" (see page 27).

INDEX

Accepting a Challenge 64
Access Points **78**, 93, 95
Acute Senses 33
Adamantium Will 33
Advanced Rules 7
Aegis Defence Lines 114
Aerial Support 80
Alien Corpse 106
Allied Detachments 109
Allies 112
Allies Matrix 113
Allies of Convenience 112
Allocate Wounds (shooting) 15
Allocate Wounds (close combat) 25
Alternating Terrain 120
Ammunition Dump 104
And They Shall Know No Fear 33
AP 17
Archeotech Artefacts 106
Area Terrain 91
Armies 118
Armour Penetration 73
Armour Piercing (AP) **17**, 50
Armour Save (Sv) 2, **16**, 26,
Armour Saving Throws 16, 26
Armour Value (AV) 70, **73**, 92, 97
Armour Value 0 94
Armourbane 33
Armoured Steed 45
Army List 108
Artillery 46
Assault Grenades 61
Assault phase 20
Assault phase sequence 20
Assault Results 26
Assault Vehicle 33
Assault weapons 51
Attacks (A) 2
Auto-weapons 56
Automatic Pass And Fail 7

Ballistic Skill (BS) 2, 70
Ballistic Skill 6 or Better 13
Barrage **34**, 100
Barricades 104
Base sizes 3
Basic rules 7
Battle Brothers 112
Battle Cannon 56
Battlefield **118**, 120
Battlefield Debris 104
Battlefield Terrain 88
Battlements 95
Beam 69
Beasts 48
Big Guns Never Tire 128
Bigger games 110
Bikes 45
Blast 33
Blast markers 6
Blessing 68
Blind 34
Boltguns 56
Bombing Runs 81
Bombs 81
Bonus Attacks 24
Booby Trap 106
Brainleaf Fronds 102
Brotherhood of Psykers/Sorcerers 34
Building Damage table 94
Building size 92
Buildings 92
Bulky 35

Cavalry 48
Casualties 3
Chainfist 60
Chainswords 60
Challenges **64**, 82
Changing Flight Mode 49
Characteristic profiles 3
Characteristic tests 7
Characters 63
Charge Bonus 24
Charge Move 21
Charge Range 21
Charge Sub-phase 20
Charging 90
Charging Through Dangerous Terrain 22
Charging Through Difficult Terrain 22
Chariots 82
Choosing a Target 12
Choosing Your Army 108
Close Combat 23
Close Combat weapons 51
Cocked dice 5
Codexes 108
Combi-weapons 56
Come the Apocalypse, But Not Before 112
Command Traits 111
Comms Relay 104
Concussive 35
Conjuration 68
Consolidation 27
Controlling objectives 123
Controlling player 8
Counter-attack 35
Cover save **18**, 26, 102
Crash and Burn 81
Crusade 126
Crusader 35

D3 5
D6 5
Daemon 35
Daemon Bile 103
Dangerous Terrain 90
Dawn of War 119
Dead Before Striking 26
Death or Glory 86
Declare Charge 20
Dedicated Transport **78**, 109, 121, 124
Deep Strike 36
Deep Strike Mishaps 36
Defence Lines 104
Defensive Grenades 62
Degenerative Terraforming Node 106
Denial units 123
Deny the Witch 68
Deployment 121
Deployment Map 119
Deployment Zone 119
Desperate Allies 112
Dice 5
Dice on the Floor 5
Difficult Terrain 90
Dilapidated Fortification 96
Directing Attacks 28
Disembarking 79
Disordered Charge 27
Dive 49
Dozer blade 87
Dreadnought Close Combat weapons 60

Eldar Jetbikes 45
Elites 108
Embarking 78
Emergency disembarkation 79
The Emperor's Will 130
Emplaced weapons 96
Emptied Wound Pool 15
Engaged 23
Eternal War missions 118
Eternal Warrior 35
Ethereal Dust 106
Evade 81
Extra Armour 87
Extremely Bulky 35

Facing (non-vehicle) 10
Failed Charge 22
Fall Back 26, **30**
Fast Attack 109
Fast Dice 16
Fast Skimmers 83
Fast Vehicles 83
Fear 35
Fearless 35
Feel No Pain 35
Fight Sub-phase 20, **22**
Fighting a Battle 118
Fighting a Challenge 64
Fighting with Two Weapons 24
Fire Points **78**, 97
Fireblood 103
Firing Indirectly 34
First Blood 122
First Turn 122
Flamer weapons 56
Fleet 35
Fleshbane 35
Flight Modes 49
Flyers 80
Flying Monstrous Creatures 49
Focus Fire 18, 52
Focussed Witchfire 69
Force 37
Force Dome Generator 106
Force Organisation 108
Force Organisation Chart 109
Force weapons 60
Forests 102

Forming a unit 3
Fortification **97**, 109, 114, 120-121
Fortress of Redemption 117
Fractions 5
Fuel Reserve 105
Furious Charge 37

Game Length 122
Game turn 9
Gets Hot 37
Glancing hits 74
Gliding 49
Glorious Intervention 65
Go to Ground 18
Gravity – Nature's Downward Express 99
Grenades 61
Grounded tests 49
Gun Emplacement 105
Gunslinger 52

Hammer and Anvil 119
Hammer of Wrath 37
Hard to Hit 49, 81
Hatred 37
Haywire 37
Haywire Grenades 62
Heavy Support 109
Heavy Vehicles 83
Heavy weapons 51
Heroic Morale 39
Heroic Stand 64
Hill Crests 105
Hit & Run 38
Holy Relic 106
Hover 81
HQ 108
Hull Points (HP) 70
Hunter-killer missile 87
Hyperslime 103

Iceblood 103
Ignores Cover 38
Impact test 99
Impassable Terrain 90
Impassably Mysterious 106
Imperial Bastion 116
Imperial Statuary 105
Independent Characters **39**, 63
Industrial Ooze 103
Infantry 44
Infiltrate **38**, 121
Initial Charger **21**, 28
Initiative (I) 2
Initiative Steps **22**, 26
Insane Heroism! 29
Instant Death **16**, 38
Interceptor 38
Intervening models 18
Invulnerable saves **17**, 26
Ironbark Forest 102
Issuing a Challenge 64
It Will Not Die 38

Jet Pack units **47**, 95, 98
Jetbikes 45
Jink 38
Joining a unit 39
Jump units **47**, 95, 98
Jungles 102

Lakes 103
Lance 38
Large Blast 33
Large Blast marker 6
Las Weapons 57
Leadership (Ld) **2**, 63
Leadership tests 7
Leaping Down 95
Leaving a unit 39
Leaving Combat Airspace 49, 81
Lethal Terrain 91
Levels of Alliance 112
Lightning Claws 60
Line of Sight **8**, 12, 16
Linebreaker 122
Locked in Close Combat **23**, 28
Locked Velocity 81
Look Out, Sir **16**, 26, 39

Maelstrom 69
Malediction 68
Manifesting Psychic Powers 67
Master-crafted 39
Mastery Levels 66
Maximum save 19
Measuring Distances 4
Measuring Distances for Vehicles 71
Melee Type 50
Melee Weapons of the 41st Millennium 60
Melta 39
Melta Bombs 62
Melta weapons **39**, 57
Missile Launchers 57
Missile Lock 39
Missiles 81
Mission 110, **118**
Mission Special Rules 124
Mixed saves 15
Mixed Wounds 15
Model's Eye View 8
Models With Multiple Profiles 7
Modifiers 2, 5
Monster Hunter 39
Monstrous Creatures 48
Moral Support (Get 'Im, Boss!) 65
Morale 26, **29**
Morale Checks 29
More than one weapon 51
The Most Important Rule 4
Move Through Cover 40
Movement Distance 10
Movement Phase 10
Moving & Shooting 13
Moving Charging Models 21
Moving Flat Out 72
Moving Through Terrain 11
Multiple Barrages 34
Multiple Blasts 33
Multiple Combats 27
Multiple Cover Saves 19
Multiple Modifiers 2
Multiple Overwatch 27
Multiple Part Buildings 92
Multiple Toughness Values 14, 25
Multiple Weapon Skills 24
Mysterious Forests 102
Mysterious Objectives 125
Mysterious Rivers 103
Mysterious Terrain 91

Narrative Terrain 120
Night Fighting 124
Night Vision 40
Nova 69
Number of Attacks 24
Number of Shots 50

Objective markers 121
Objectives 122
Obscured targets 74
Occupying Buildings 93
One Eye Open 112
Ongoing Reserves 125
Open Ground 90
Open-Topped Vehicles 82
Opposing Player 8
Ordnance weapons 51
Our Weapons Are Useless 26
Outflank 40
Overgrown Spinethorn 102
Overwatch 21
Own unit 8

Passenger Damage 80
Penetrating Hits 74
Perils of the Warp 67
Personal Traits 111
Phases 9
Pile In **23**, 27
Pinning 40
Pistols 51-52
Plasma Grenades 62
Plasma weapons 57
Player turn 9
Points Limit 108
Points Values 108
Poisoned 40
Pools 103
Power Fist 60
Power Klaw 60
Power of the Machine Spirit 40
Power weapons 61
Pre-measuring 4
Precision Shots 63
Precision Strikes 63
Preferred Enemy 40
Primary Target 27
Primary Detachments 109
Primary Objectives 122
Psionic Shield Generator 107
Psychic Pilot 40
Psychic test 67
Psychneuein Hive 106
Psyker 41, **66**
Purge the Alien 127

Rage 41
Ram 86
Rampage 41
Random Allocation 15
Randomising 5
Range **12**, 16, 50
Ranged Weapons of the 41st Millennium 56
Rapid Fire weapons 52
Razorwing Nest 102
The Relic 131
Re-Roll 5
Refusing a Challenge 64
Regroup 31
Relentless 41

Remove Casualties 15, 25
Rending 41
Reserves 124
Ridgeline 105
Rivers 103
Roll To Hit 13, 24
Roll To Wound 14, 24
Roll-off 5
Rubble 105
Ruins 98
Run 14

Salvo weapons 52
Saving throws 15-16
Scatter **6**, 33
Scatter dice 5
Scoring units 123
The Scouring 129
Scout **41**, 121
Searchlight 87
Secondary Objectives 122
Secondary Targets 27
Seize the Initiative 122
Shield Generators 105
Shooting into close combat 28
Shooting out of close combat 28
Shooting phase 12
Shooting Sequence 12
Shooting With Vehicles 71
Shotguns 57
Shred 41
Shrine to Chaos 105
Shrouded 41
Skilled Rider 41
Skimmers 83
Skyborne 47
Skyfire 42
Skyshield Landing Pad 115
Slay the Warlord 122
Slow and Purposeful 42
Small Blast marker 6
Smash 42
Smoke launchers 87
Snap Shots 13
Sniper 42
Sniper rifle 57
Soul Blaze 42
Special Characters 110
Special Rules 32
Specialist Weapon 42
Spiker Plant 107
The Spirit of the Game 8
Split Fire 42
Squadrons 77
Stealth 42
Strafing Run 42
Strategic Traits 111
Strength (S) 2, 50
Strikedown 43
Stub Guns 57
Stubborn 43
Sunkiller Engine 106
Supersonic 43
Swarms 43
Sweep Attack 82
Sweeping Advance 26-27
Swooping 49
Swooping Hunters 49

Table Edge 119
Table Halves 118
Tanglewire 105
Tank Hunters 43
Tank Shock 85
Tank Traps 105
Tanks 85
Template weapons 52
Templates 6
Terrain 120
Terrain Datasheets 107
Turn 9
Thrust Move 47
Thunder Hammer 61
Timeflow Stabiliser 106
To Hit chart 13, 24
To Wound chart 14, 25
Torrent 43
Toughness (T) 2
Transport Capacity 78
Transports **78**, 80, 82, 121
Trapped! 30
Trench Lines 105
Troops 108
Turbo-boost 45
Turn Summary 9
Twin-linked 43
Two-handed 43
Type 50
Types of Terrain 90

Unengaged Models 23
Unique 110
Unique Terrain 107
Unit Coherency 3, **10-11**, 98
Unit Types 44
Units 3
Unpleasant Slime 106
Unsaved Wounds 15
Unshakable Nerve 78, 94
Unwieldy 43

Vanguard Strike 119
Variable Game Length 122
Vector Dancer 43
Vehicle Characteristics 3, **70**
Vehicle Damage 74
Vehicle Damage Table 74
Vehicle Facing 73
Vehicle Movement 71
Vehicle Squadrons 77
Vehicle Upgrades 87
Vehicles 70
Vehicles & Ordnance Weapons 71
Vehicles and Assaults 76
Vehicles and Morale 76
Vehicles and Overwatch 76
Very Bulky 35
Victory Conditions 122
Virus Outbreak 106

Warlord 110-111
Walkers 84
Wall of Death 52
Warlord Traits **111**, 121
Warp Charge 66
Weapon Profiles 50
Weapon Skill (WS) 2
Weapons 50
Wild Undergrowth 105
Witchblades 61
Witchfire 69
Woods 102
Wound Pool 14-15
Wounds (W) 2
Wreckage 105
Wrecked Vehicles 74

Zealot 43
Zero-level Characteristics 3
Zoom 80

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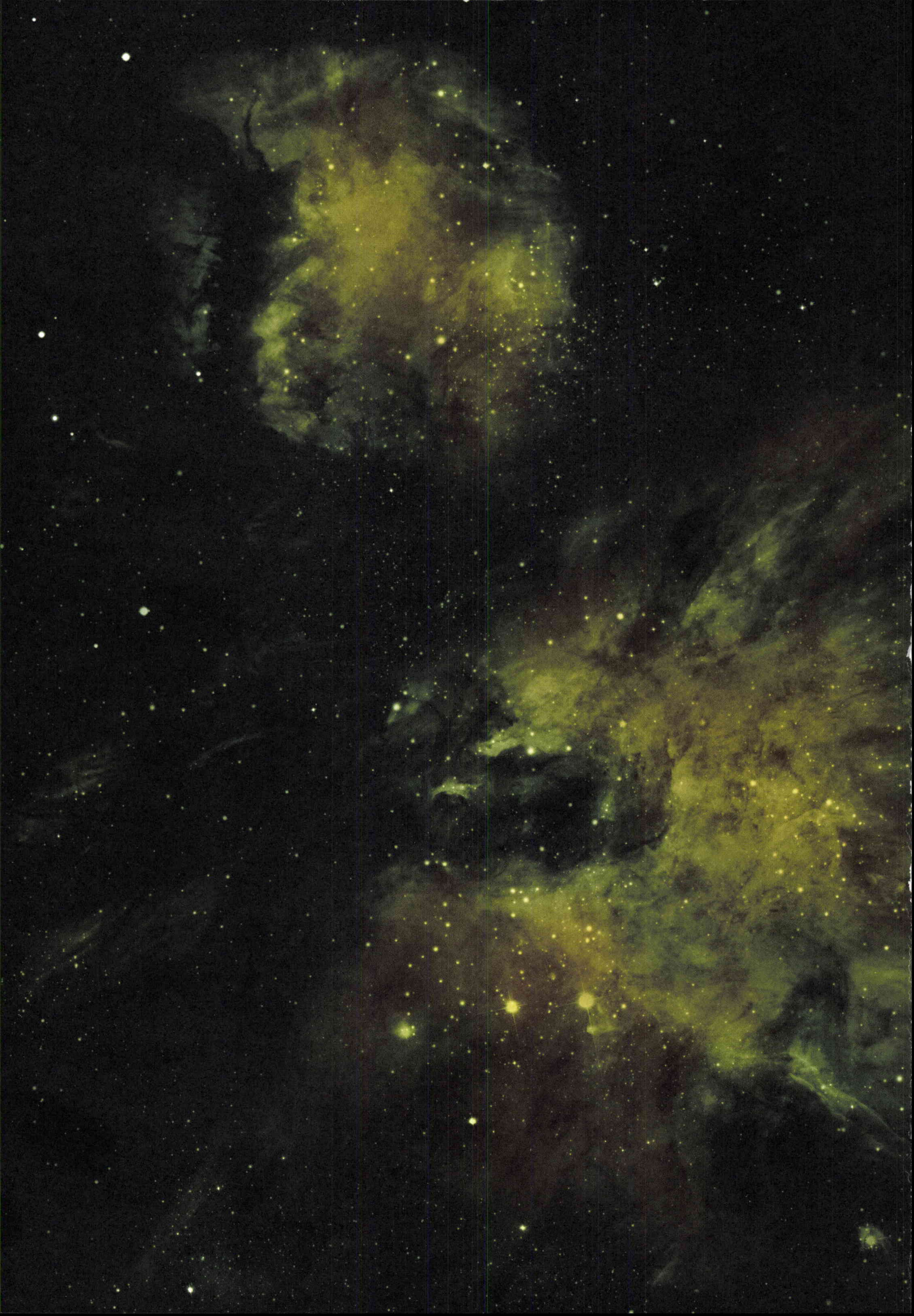AUSTRALIA
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